

AMERICAN POOL CHECKERS

ONE OF THE
WORLD'S MOST
FASCINATING BOARD GAMES

An Elementary Book
with New Teaching Concepts

by

Henry Jenkins and George Ramsey

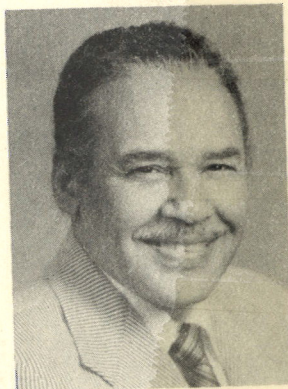
AMERICAN POOL CHECKERS • JENKINS AND RAMSEY

ABOUT THE AUTHORS

HENRY ("Hank") JENKINS of Detroit, Michigan:

Henry Jenkins, a "Top Master" player, is a former Michigan State Champion and one of America's most outstanding students of the game of American Pool Checkers.

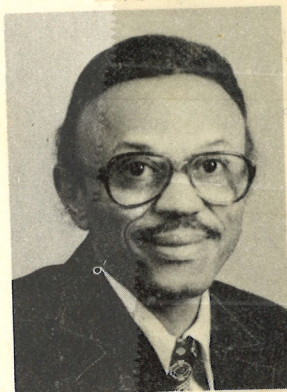
For many years, Jenkins provided much-needed facilities in his business establishment for playing and for the formation (and original location) of the Detroit American Pool Checkers Club.



GEORGE ("Little George") RAMSEY of Detroit, Michigan:

George Ramsey is a "Life-Time Top Master", a title conferred by the American Pool Checkers Association by virtue of his authorship of the books, entitled "The Amazing World of American Pool Checkers" and "Championship American Pool Checkers".

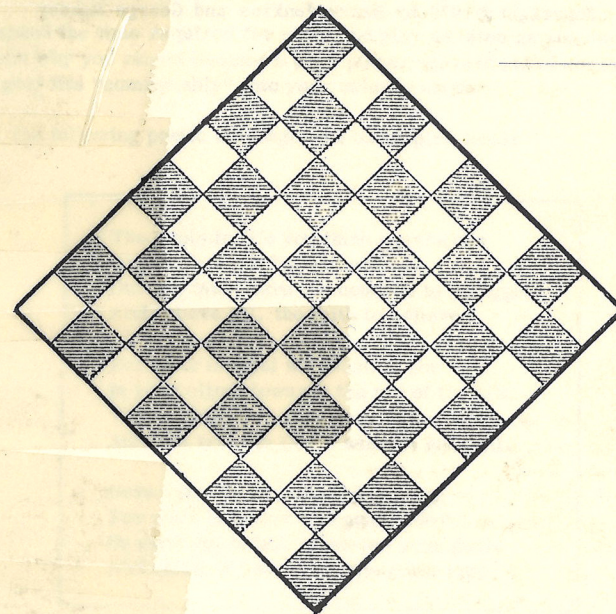
Ramsey is a former Midwest District Champion and Michigan State Champion and was twice a "runner-up" for the title of United States Champion.



AMERICAN POOL CHECKERS

WITH

DIAGRAMS, COMMENTS AND EXPLANATIONS
SIMPLIFIED FOR PLAYERS OF ALL CLASSES



BY

HENRY JENKINS and GEORGE RAMSEY
DETROIT, MICHIGAN

— 1979 —

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A PERSONAL MESSAGE

The game of American Pool Checkers has never enjoyed a very lofty status in American culture. This, indeed, is our Country's loss because American Pool Checkers is truly one of the most fascinating, challenging and entertaining board games (for young and old alike) ever created by man!

It should be understood that the game is also incredibly complex and requires years of study and competitive activity to acquire a high degree of proficiency.

If you spend the time required for study and play as often as you can, there is no reason why you cannot become a good player--provided, of course, that such a goal fits "comfortably" into your value system.

Surely, the following poetic message will be inspirational:

The goals in life you think worthwhile
Are seldom too hard to achieve,
But you must have the courage to struggle
And, above all, the faith to believe.

For faith is what will sustain you
In your climb towards the top of the hill.
With a prayer in your heart, start upward
And just trust in God's wisdom and will.

Never stop believing or dreaming
For what is it that God cannot do?
So start out today, whatever your goals
And climb till your dreams come true!

(Ramsey)

DEDICATION

JOHN OATIS
OF
DETROIT, MICHIGAN

As "father" of organized pool checkers in the United States and as first president of the National American Pool Checkers Association, as well as former president of the Detroit Northwestern Club, it is a high honor to pay this belated tribute to JOHN ("Mr. Checkers") OATIS for the inspiring and progressive leadership he has provided for many years.

* * * * *

ALBERT McCASKILL
OF
DETROIT, MICHIGAN
(1912 - 1978)

"MACK" (as he was affectionately called) was a gentleman of the highest order. He was a dedicated supporter of American Pool Checkers for several decades. He loved the game intensely and was often deeply concerned about the lack of periodic, competitive activity--particularly, insofar as the Nation's leading players were concerned. In the many, many years to come, may this book serve as a "literary monument" to his memory!

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FOREWORD

Interesting and provocative observations have been made, from time to time, relative to the complexity or challenging aspects of American Pool Checkers (APC) when compared to Straight Checkers or to the highly popular game of Chess.

Unquestionably, American Pool Checkers is a game that is generally conceded to be much more intricate than Straight Checkers due to very significant dissimilarities relating to the permissible movement of kings and single men. Whether or not APC is more challenging or more complex than Chess may be a different matter.

However, the late (and great) Newell Banks, who was a former Chess and Checkers champion and an international personality, said in an interview by a noted columnist in a major daily newspaper that he considers Checkers to be more difficult than Chess, and that Chess is more popular than Checkers mainly because it is easier to play!

These highly interesting and provocative observations by such a great personality as Newell Banks would seem (if nothing else) to underscore the complexity of the game of American Pool Checkers.

Incidentally, no one seems to know just how old the game of Checkers really is. Plato and Homer, ancient Greek philosophers, both wrote of it and some scholars say it was the preferred game of the Egyptian Pharaohs.

- - - -

In connection with our book, it should be constantly borne in mind that we are presenting only a very small amount of the incredibly voluminous (and much more intricate) information that has been written on the magnificent game of APC. In other words, we have barely "scratched the surface".

It may be naive at best or sheer arrogance at worst to suggest (as some have) that Pool Checkers is a "hybrid" game taken from Straight Checkers. Actually, the converse could be much closer to the truth, according to limited research. Pool Checkers may well be much older when one considers that it has been played in one form or another (not only in Russia, where it is a national sport) for hundreds and hundreds of years.

ACKNOWLEDGMENT

GEORGE JOHNSON of Detroit, Michigan:

George ("Flowerman") Johnson, who is a member of both the Detroit American Pool Checkers Club and the Northwestern American Pool Checkers Club, is a very knowledgeable and experienced student of the game. This astute gentleman enthusiastically supplied us with sound advice and useful information from time to time.

HENRY JOHNSON of Inkster, Michigan:

Henry Johnson, who is a member of the Detroit American Pool Checkers Club (and a former President of that Club), has always been a progressive and "hard driving" personality with regards to matters of procedure, in general, and to the all-important matter of recording and annotating games and playing by clock. We are highly appreciative also of his very helpful advice.

We hasten to add that a literary project of this extraordinary magnitude would have been far more difficult without the expert assistance of either of these distinguished gentlemen.

GENERAL ADVICE TO APC PLAYERS

Readers are urged to study very thoroughly the information in this book in the order in which it is presented.

Symbols are used liberally throughout the book and these symbols will occasionally be accompanied by detailed explanations. Study all explanations or notes and memorize the symbols well.

Occasionally, beginners and junior-ranked players ask the following question: What are the qualities a player needs to develop in order to become reasonably proficient? Several of these qualities are as follows--but not necessarily in the order of their importance: Imagination or creative ability, a good memory, a willingness to study hard and "cross-board" ability (which is simply a matter of being able to analyze accurately and improvise where necessary, instead of relying solely on memorization of written information).

In connection with the above, it might be an excellent idea to re-state some of the advice given in the books, entitled "The Amazing World of American Pool Checkers" and "Championship American Pool Checkers".

- 1) A good memory is an indispensable asset. When you lose a game, try to remember where you went wrong. It is expected that you will lose a great number of times, especially during the process of developing or learning. Do not forget about a game as soon as you have finished playing it, particularly, one that you lose.
- 2) Do not hesitate or be afraid to sacrifice by giving away one, two or (in rare cases) three of your men if you have reason to believe that such a sacrifice will help you accomplish the desired results.
- 3) Do not overlook the importance of problem solving as a necessary phase in your development. Problem solving very often will give you a better understanding of "timing" or "tempo", which is one of the most important keys to the whole game of American Pool Checkers.
- 4) Do not be unduly concerned about keeping your king row unbroken. At times, breaking your king row can be very advantageous because you will then be able to fight your battles with the full use of all your "troops" and not with a depleted force.
- 5) Remember, there are two ways of learning how to play this game: the hard way and the easy way. Do not try to commit every game or variation in this book (or in any book) to memory. That is the hard way to learn. Rather, try to develop an understanding of essential checker science by learning why certain moves or variations are more favorable.

GENERAL ADVICE TO APC PLAYERS: (Continued)

- 6) Never make a move without some definite purpose, whether your plan is to win or draw. Also, try to determine the purpose behind your opponent's moves.
- 7) Unless the numbering system is already second nature to you, we recommend that you practice with a numbered board. You will soon be able to give your attention fully to the material you are studying while, effortlessly, reading off the moves.
- 8) The right side of the board is your weaker side because of the double corner (squares 28 and 32 for your opponent and 1 and 5 for you). Protect this side at all times, while attacking your opponent's double corner whenever possible.
- 9) An extensive knowledge of "shots" or "strokes" is highly essential. However, you must learn to recognize when it is unsafe to play for a particular "shot". In other words, avoid doing so whenever it means seriously weakening your position.
- 10) Become familiar with the rules of the game from the start and plan on strict adherence. By doing so, you will develop good playing habits, thereby uphold- ing the dignity of this great game.
- 11) If you do not seem to be making much progress at times, do not be discouraged. Occasionally, it may even seem that your game is retrogressing. Do not be alarmed because that is often a normal phase in the learning process and should last only for a short period of time provided, of course, that you are making a determined effort not to repeat mistakes!

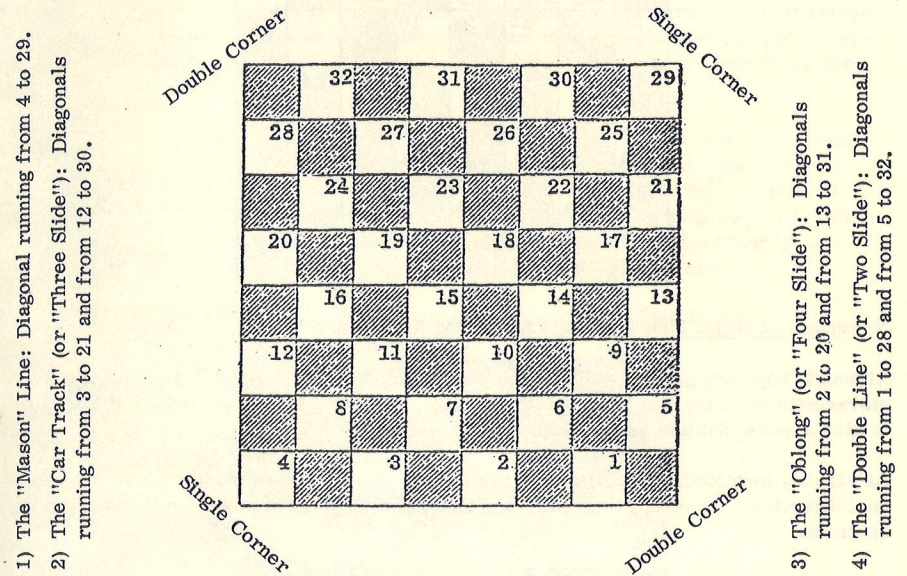
IMPORTANT:

To get the maximum amount of instructional benefit out of this book, the reader is (once again) urged to study the information only in the order in which it is presented, starting with the advice given on the preceding page. Do not impede your progress by yielding to the natural temptation to "skip around" or to take "short cuts".

THE AUTHORS

FOR THE BEGINNER

As shown in the diagram below, the regular checker board has a total of 64 squares, 32 light and 32 dark. It is customary to use the dark-colored or black squares when playing. However, for typographical clarity and ease, the white squares (numbered from 1 to 32) are used as the playing squares in all the diagrams in this book.



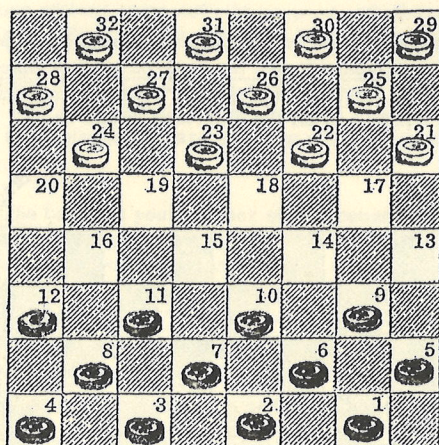
- 1) The "Mason" Line: Diagonal running from 4 to 29.
- 2) The "Car Track" (or "Three Slide"): Diagonals running from 3 to 21 and from 12 to 30.
- 3) The "Oblong" (or "Four Slide"): Diagonals running from 2 to 20 and from 13 to 31.
- 4) The "Double Line" (or "Two Slide"): Diagonals running from 1 to 28 and from 5 to 32.

As shown in the diagram on the following page, at the start of play, the black checkers occupy squares 1 to 12 and the white checkers occupy squares 21 to 32, a procedure which is reversed at the beginning of each succeeding game. The black men (checkers) always move first when starting play and, as indicated above, playing should be done on the dark squares only.

Some color combinations of checkers are green and buff (an ideal combination), black and red, black and white, etc. Whatever the color choice, black always refers to the dark-colored checkers and white refers to the lighter-colored checkers.

There are two kinds of checker pieces: the man (single man) and the king. The man can move only forward diagonally to the square left or right ahead of him. The man cannot move to a square already occupied by one of his own men or by one of his opponent's men.

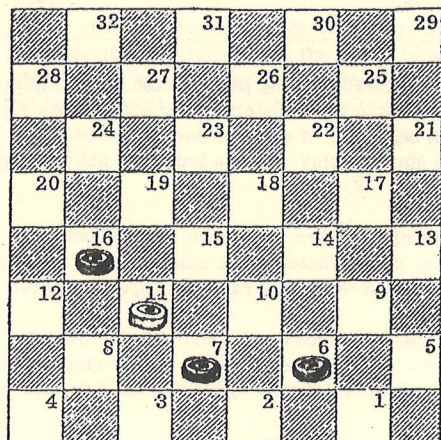
FOR THE BEGINNER (Continued)



Movement of Single Men and Kings According to Standard Rules:

Although there are general rules in the back of this book relative to the permissible movements (or jumps) of single men and kings, we feel that it is advisable at this time to give a more detailed explanation.

As already indicated, the single men can move forward one square at a time in a diagonal direction. However, they can jump forward or backward as shown in the following diagram.



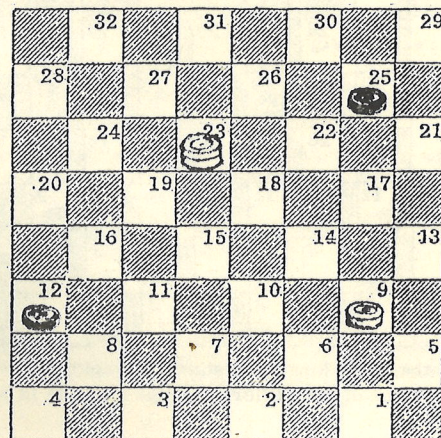
FOR THE BEGINNER (Continued)

Incidentally, the object of the game of American Pool Checkers is to capture all of your opponent's men or to block them in such a manner that no move is possible. When neither side can accomplish such an objective and play becomes repetitious, then (by mutual consent) the game is a draw.

In the preceding diagram, White has a choice of jumps. He can jump to his advantage, either forward (11x9) or backward (11x20). The fact that a single man can jump backward as well as forward is one of several notable differences between American Pool Checkers and Straight Checkers.

If White decides to jump forward he must jump in and out of Black's kingrow without pausing since there is another Black man to be captured on square 6. Inasmuch as the "Flying King" principle is not recognized in APC, White must stop on square 9. In this case, although White's man has been in and out of Black's kingrow, he is still a single man only and not a king. This is certainly a noteworthy dissimilarity between APC and other types (European Style and Straight) of checkers.

The following diagrams show the permissible movement of the king in APC:



The White king can move forward or backward any number of unoccupied squares in a diagonal direction only. The White king, now on square 23, can move to squares 14, 18, 27 or 32 on that diagonal line, but he cannot move to square 5 because he is blocked by his own single man.

The White king can also choose to move on the other diagonal line instead. He can move to squares 30, 26, 19 or 16. He cannot, of course, move to square 12 because that square is occupied by one of Black's men.

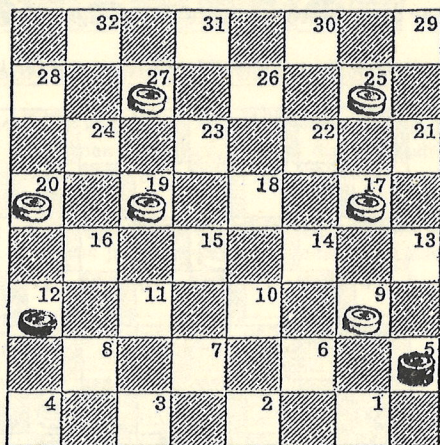
FOR THE BEGINNER (Continued)

Capture by the King:

The king may capture any of the opponent's men standing on his diagonal line if there is an empty square directly in back of the last man to be jumped, and he may continue his move on that same diagonal to any square (assuming there is more than one square) beyond the man or men he has captured.

The king must continue to capture by jumping at right angles on another diagonal line if he can. However, if he has a choice of captures, he may jump to his advantage. All pieces being captured must remain on the board until the capturing piece has completed his jumps.

As can be seen, the value of a king compared to that of a single man in American Pool Checkers is very great. So great, in fact, that you can often win or draw by sacrificing one or more of your single men to obtain a king.

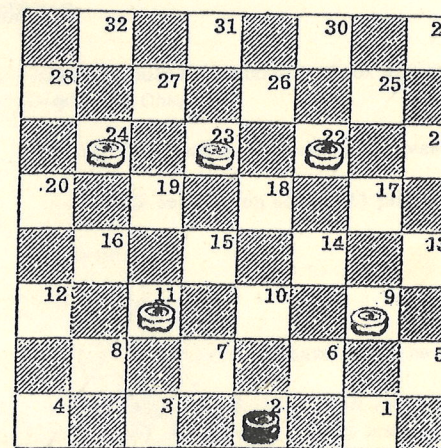


In the above diagram, the Black king must start by jumping the White man on square 9. From there, he has a choice of four different jumps since he is permitted to jump to his advantage.

- 1) He may jump from square 5 to square 32, capturing only two White pieces.
- 2) He may jump from square 5 to square 18 and, by doing so, he must continue to square 29, jumping White's man on square 25. (Controversial!)
- 3) He may jump from square 5 to square 14 and, from there, he must continue to squares 21, 30 and (finally) 16 where he is captured by White's single man on square 20.
- 4) He may jump from square 5 to square 23 and continue to square 16 where, again, he will be captured by White's man on square 20.

FOR THE BEGINNER (Continued)

Let us examine the following diagram for an additional example of the mobility of the powerful king:



Again, the Black king has several choices which are given below:

- 1) He may jump from square 2 to square 13, to square 26, to square 19, and finally to square 28, capturing four of White's five pieces.
- 2) He may jump from square 2 to square 13, to square 26, to square 16, and finally to square 2 or 7, again capturing four of White's pieces.
- 3) He may jump from square 2 to square 20, to square 27, to square 18, continuing on to square 25 or 29, capturing four pieces.
- 4) He may jump from square 2 to square 20, to square 27, to square 5, capturing four pieces.
- 5) Finally, he may jump all five of White's men by jumping from square 2 to square 16, to square 26, to square 13, to square 6, and then to square 28.

AMERICAN POOL CHECKERS

EXPLANATION OF SYMBOLS:

The following symbols are used liberally throughout the book and should be understood very thoroughly before proceeding to Chapter I.

- 1) "11-15" -- Means the checker on square 11 moves to square 15.
- 2) "11x20" -- Means the checker on square 11 jumps to square 20.
- 3) "!" -- A good move
- 4) "!!" -- A very strong move
- 5) "!!!" -- A great or sensational move (for either a win or a draw)
- 6) "?" -- A questionable move in the opinion of the authors. However, it does not necessarily mean a losing move.
- 7) "??" -- This symbol indicates a losing move.
- 8) "B-M" -- Black moves
- 9) "W-M" -- White moves
- 10) "BW" -- Black wins
- 11) "WW" -- White wins
- 12) "Note--15)" -- Simply means that that is a note or the start of a new variation starting with the 15th move.
- 13) "N--15)" -- Same as above
- 14) "(11-15/22-17)" -- Means a note (or variation) within a note. In other words, it should be separated from the original or starting note and, incidentally, it will always be underlined for clarity.

I M P O R T A N T

AGAIN, WE URGE YOU TO STUDY THESE SYMBOLS AND BE SURE YOU HAVE A GOOD UNDERSTANDING OF WHAT EACH ONE MEANS.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

We will present our theories of "shots" or "strokes" in this chapter by using diagrams which, occasionally, will demonstrate basic principles of position play and timing.

The term "shot" or "stroke" in checker parlance simply means making certain plays or moves which involve giving away one or more of your men in order to jump or capture at least two or more of your opponent's men in order to obtain the desired results.

Our theories and conceptions will be demonstrated very clearly and thoroughly, in many cases with only a few checkers on the board. It is our opinion that the use of too many checkers in diagrammatic demonstrations may confuse the beginner or junior player, thereby, making a shot or play seem much more difficult than it really is.

You must bear in mind--and we cannot emphasize this point too strongly--that these shots or plays, as simple and uncomplicated as many of them appear to be, represent a considerable portion of essential checker science.

After you have studied this chapter thoroughly and have acquired a reasonable amount of knowledge of all the principles demonstrated, you can move along with a very good measure of confidence to other chapters in this book which deal with the learning process on a higher and higher level.

Problems containing shots that are characteristically similar or in the same "family" are included in one group, while problems containing a different shot characteristic are included in another group, etc. This is one of our new teaching concepts that we are introducing as the main theme of our first chapter. Remember, all shots shown in a particular group are related although, at times, they may not appear to be.

As a result of many years of study and research, we have arrived at the conclusion that shots or strokes must be categorized or classified in terms of "groups" or "families". Such a categorization will help the beginner or junior player (as well as some of the more advanced players) develop a comprehensive awareness and understanding of the theory of relationships.

The category or group the shot belongs to is determined by the checker that finally does the jumping or capturing. In other words, if the black checker on square 1, in a given situation, does the final jumping, then we categorize that particular shot as "Group 1". If the man on square 5 does the final damage, then that shot would be in "Group 5", etc.

Almost all of our shots are demonstrated with the black checkers in command. However, it must be remembered that these same shots can be executed by the white checkers from corresponding squares from the other side of the board as will be shown in Chapter III, the Games Chapter of this book.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing
(Continued)

You must recognize that a "Group 1" shot always means that the shot is being played by the Black side. If the White side were playing that identical type of shot, the shot would be referred to as "Group 1=32W" since square 32 on the White side is comparable to square 1 on the Black side.

If a shot is played by the White side and the capturing piece or "trigger man" is on square 28, then that shot would be referred to as "Group 5=28W". Since square 28 for White corresponds to square 5 for Black, it simply means that White is set up to play the same shot that Black would be playing if positions were reversed.

The need for memorizing the numbering system on the board should be very apparent. By so doing, you will have an instant awareness of the relationships between the squares on both sides of the board since, almost always, the plays or shots that are executed or brought up by Black can also be executed by White in an identical fashion.

Additional Clarification of Relationships
in the Numbering System

Square	1	for Black	corresponds to	square	32	for White
"	2	"	"	"	31	"
"	3	"	"	"	30	"
"	4	"	"	"	29	"
"	5	"	"	"	28	"
"	6	"	"	"	27	"
"	7	"	"	"	26	"
"	8	"	"	"	25	"
"	9	"	"	"	24	"
"	10	"	"	"	23	"
"	11	"	"	"	22	"
"	12	"	"	"	21	"
"	13	"	"	"	20	"
"	14	"	"	"	19	"
"	15	"	"	"	18	"
"	16	"	"	"	17	"

As indicated on the preceding page, Black will be our "hero" in practically all of the diagrams presented throughout this particular chapter.

It is recommended that you make several attempts to solve each problem before looking at the solution given. Wherever notes are given preceding the actual solutions, do not fail to study these also because, very often, they will contain very educational information that is a vital part of the learning process.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles

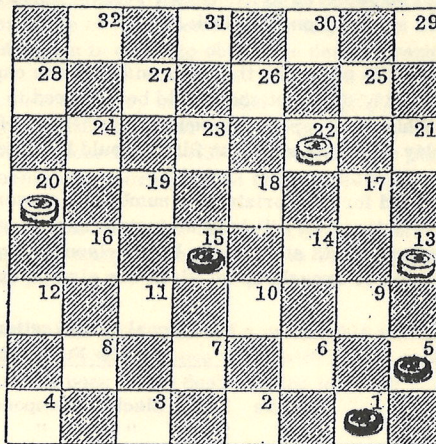
GROUP - 1

Diag. 1

B-M & Win

- 1) 15-18! 22x15
- 2) 5- 9 13x 6
- 3) 1x19 BW

If Black had moved 15-19 for his first move, White would have then moved 22-18 for an easy draw.

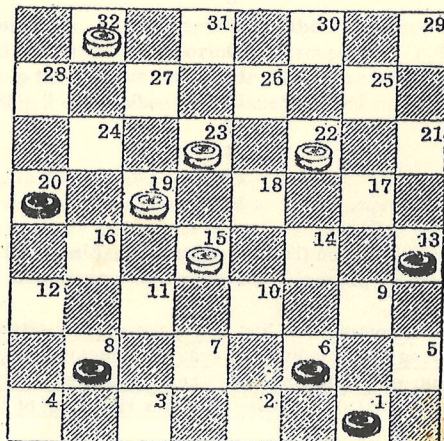


Diag. 2

B-M & Win

- 1) 13-17 22x13
- 2) 20-24! 19x28
- 3) 6- 9 13x 6
- 4) 1x26 BW

Although White's man is not on square 13 at the beginning of this shot, it is very much related to the shot shown in the above diagram.



CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 1 (Continued)

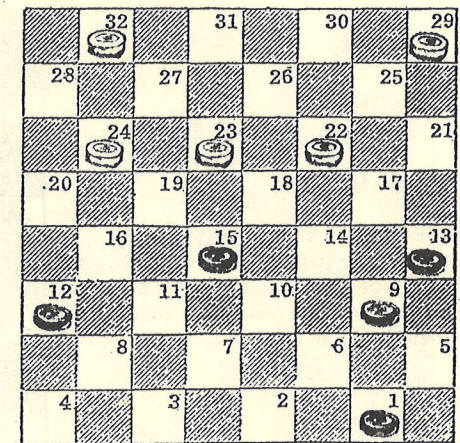
Diag. 3

B-M & Win

- 1) 15-19! 24x15

- N--1) .../23x16 2) 12x28/22-18
- 3) 9-14/18x9 4) 13x6 BW

- 2) 13-17 22x 6
- 3) 1x26 BW



Diag. 4

B-M & Win

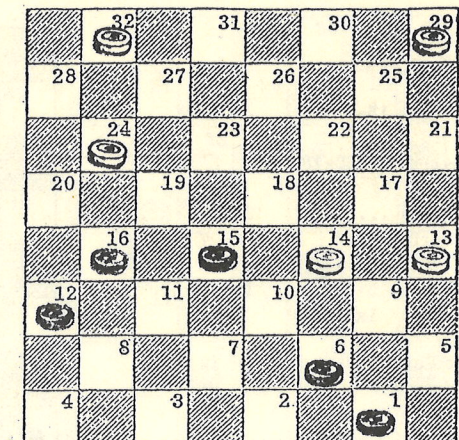
- 1) 15-18!! ...

- N--1) 16-19?/14-9!

- 1) ... 14x23
- 2) 16-19 24x15

- N--2) .../23x16 3) 12x28/29-25
- 4) 6-9/13x6 5) 1x10 BW

- 3) 6- 9 13x 6
- 4) 1x26 BW



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

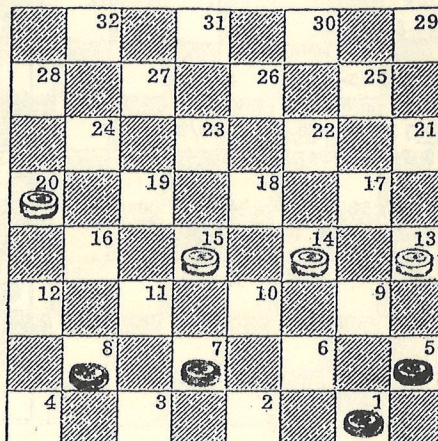
GROUP - 1 (Continued)

Diag. 5

B-M & Win

- 1) 8-11! 15x 8
- 2) 7-10 14x 7
- 3) 5- 9 13x 6
- 4) 1x12 BW

Black followed a different path in capturing (or jumping) White's men. This, however, in no way affects the relationship between this shot and any other in Group 1.



Diag. 6

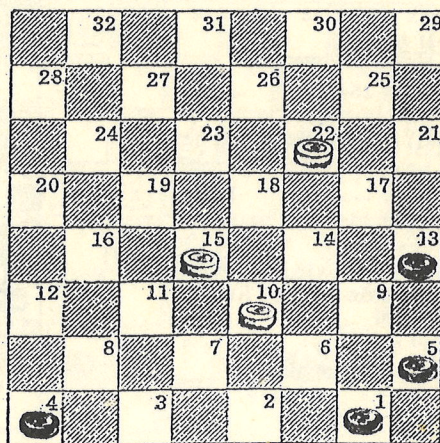
B-M & Win

- 1) 13-17!!! ...

N--1) 4-8?/22-18 Draw

- 1) ... 22x13
- 2) 4- 8 10- 7
- 3) 8-11! 7x16 or 15x8
- 4) 5- 9 13x 6
- 5) 1x12 BW

Needless to say, this one is very "tricky".



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

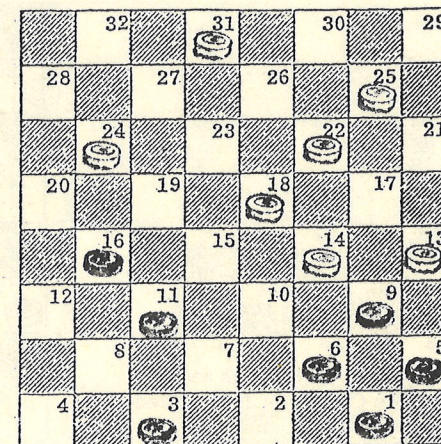
GROUP - 1 (Continued)

Diag. 7

B-M & Win

- 1) 11-15!! 18x20
- 2) 9x18 22x15
- 3) 6- 9 13x 6
- 4) 1x28 BW

This shot is more cleverly disguised than the shots shown on page 4 but, as can easily be seen, it is in the same "family" or "group".



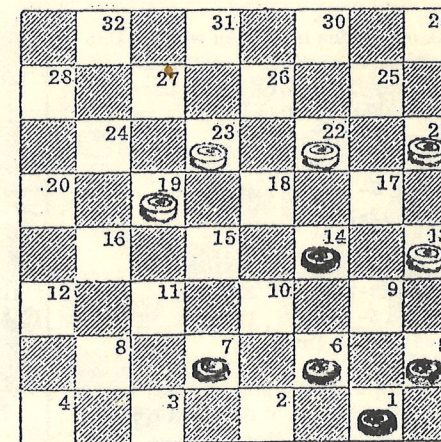
Diag. 8

B-M & Win

- 1) 14-17! 21x14
- 2) 6- 9 13x 6
- 3) 1x26 23x30
- 4) 7-11! 30-26
- 5) 5- 9 26-23

N--5) .../26-22 6) 9-14!

- 6) 9-14 19-16
- 7) 11x20 23-19
- 8) 14-18 BW



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 1 (Continued)

Diag. 9

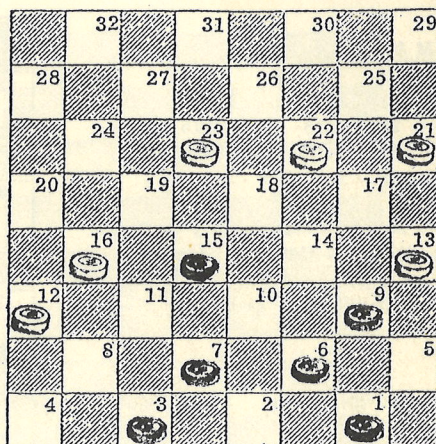
B-M & Win

1) 6-10! ...

N--1) 9-14?/21-17! 2) 14x21/23-18!

- 1) ... 13x 6
- 2) 7-11! 16x14
- 3) 1x19 21-17
- 4) 15-18 17-13
- 5) 18-22 13- 9
- 6) 22-25 9- 6
- 7) 19-24 BW

Black will get three kings and win.
(Note: See Chapter II for detailed information.)



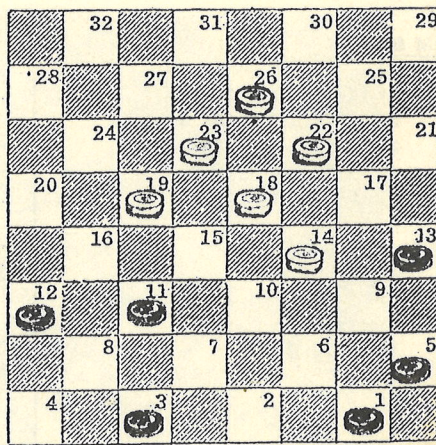
B-M & Draw

Black entertains no idea of winning this time because of White's positional advantage. Therefore, Black uses a Group 1 shot principle to obtain an easy draw.

- 1) 3- 7! 19-15
- 2) 12-16!!! 15x 8
- 3) 7-10 14x 7
- 4) 16-19! 23x16
- 5) 13-17 22x13
- 6) 5- 9 13x6
- 7) 1x19 Draw

This is not a simple problem but, as can easily be seen, it does involve the use of a very basic shot principle.

Diag. 10



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 1 (Continued)

Diag. 11

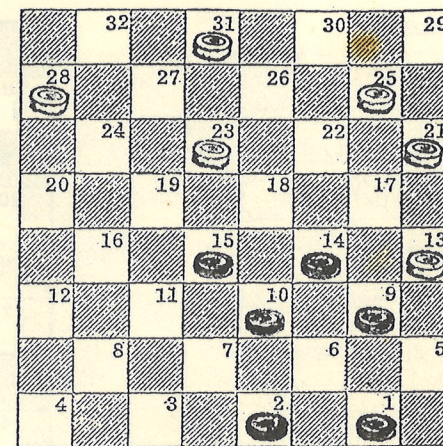
B-M & Win

- 1) 2- 7! 13x 6
- 2) 14-18 23x14
- 3) 10x17 21x14
- 4) 1x17 31-26

N--4) .../25-22 5) 17x26/31x22
6) 7-10!/28-24 7) 10-14 BW

N--4) .../28-24 5) 17-21!/25-22
6) 15-18!!/22x15 7) 21-25/24-20
8) 25-29 BW

- 5) 17-21! 25-22
- 6) 15-18!! 22x15
- 7) 21-25 26-23
- 8) 25-29 23-18
- 9) 7-10 BW



B-M & Win

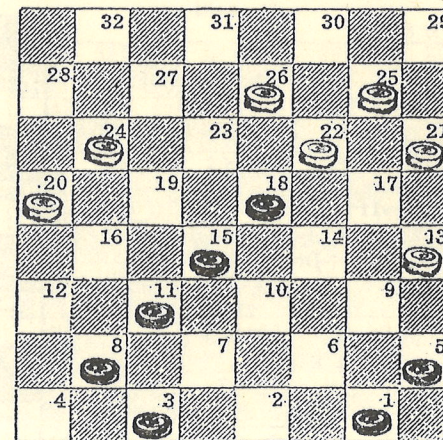
- 1) 11-16!!! 20x 4
- 2) 3- 8!! 4x11
- 3) 15x 8 22x15
- 4) 5- 9 13x 6
- 5) 1x28 26-23
- 6) 28-32 23-19
- 7) 32-28 ...

N--7) This move by Black (32-28) is just one of several ways he can win.

N--7) 32-18?/21-17 8) 18x29
.../17-14! Draw

- 7) ... 19-16
- 8) 28-32 BW

Diag. 12



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 2

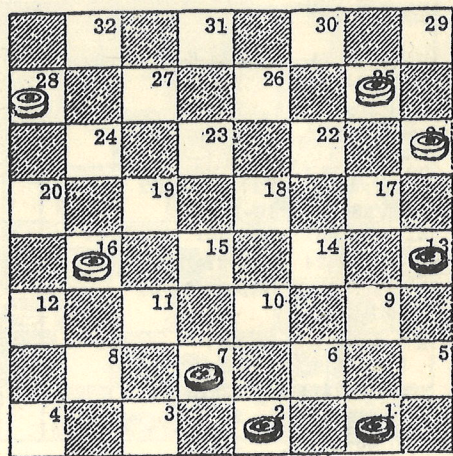
Diag. 13

B-M & Win

1) 13-17! ...

N--1) 7-11?/16x7 2) 2x11/25-22
 3) 1-6 ((11-15/21-17 Draw))/22-18
 ((21-17?)) 4) 6-9/28-24 5) 11-16
 .../18-15 Draw

- 1) ... 21x14
- 2) 7-10 14x 7
- 3) 2x20 25-22
- 4) 1- 6 22-18
- 5) 6-10 BW



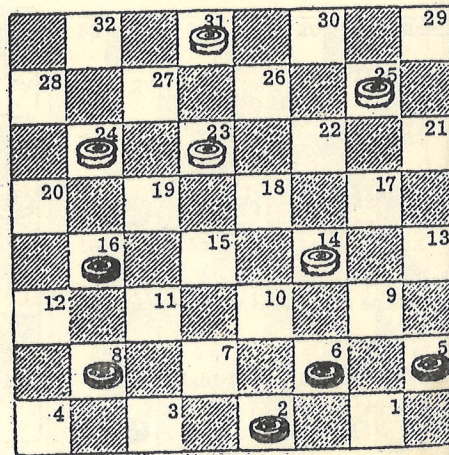
Diag. 14

B-M & Win

- 1) 16-19! 24x15 (23x16)
- 2) 6-10 14x 7
- 3) 2x27 31x24
- 4) 5- 9! ...

N--4) 8-11?/25-22! 5) 11-15 ((5-9
 .../22-18!))/24-20 6) 15-19/22-18
 7) 5-9/18-15! Draw

- 4) ... 25-22
- 5) 9-14 24-19
- 8) 8-11 BW



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 2 (Continued)

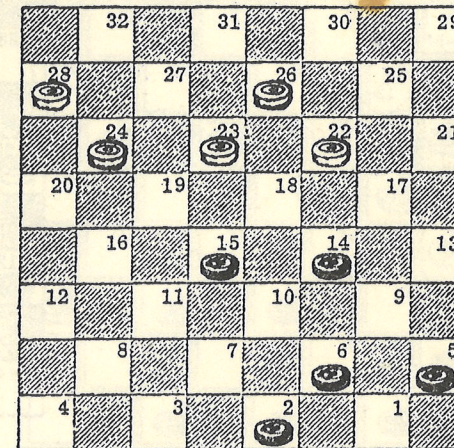
Diag. 15

B-M & Win

- 1) 14-18! 23x14
- 2) 15-19! 24x15
- 3) 6-10 15x 6
- 4) 2x25 26-22!
- 5) 25x18 28-24
- 6) 18-22! 24-19
- 7) 22-25 19-15
- 8) 25-29! 15-10
- 9) 29-11! 10- 6
- 10) 5- 9 ...

Note how Black uses both his king and single man to work for him.

- 10) ... 6x13
- 11) 11-18 BW



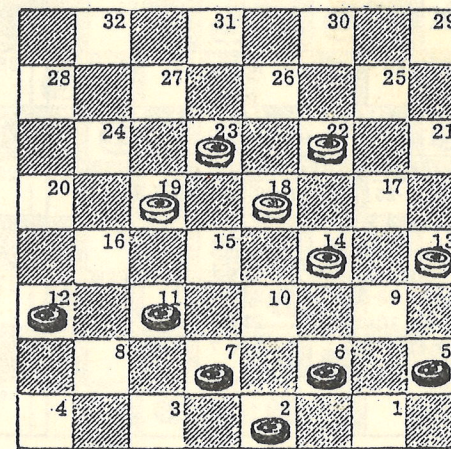
Diag. 16

B-M & Win

- 1) 12-16! 19x12
- 2) 11-15! 18x11
- 3) 7x16 12x19
- 4) 6- 9 13x 6
- 5) 2x25! ...

N--5) 2x27?/19-15 or 19-16 Draw

- 5) ... 19-15 (23-18)
- 6) 25-30!! 23-18
- 7) 30-25! BW



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

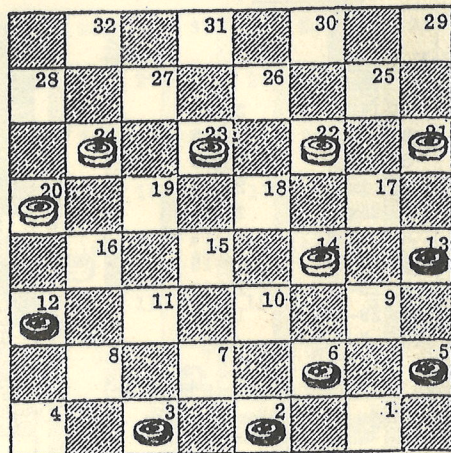
SECTION - A: Elementary Shot Principles (Continued)

GROUP - 2 (Continued)

Diag. 17

B-M & Win

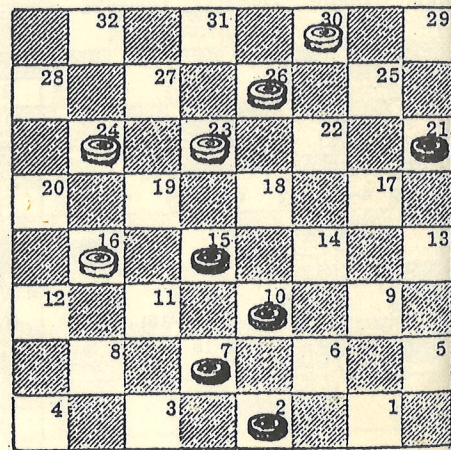
- 1) 12-16!! 20x11
- 2) 13-17! 22x13
- 3) 6- 9 13x 6
- 4) 2x20 21-17
- 5) 5- 9 BW



Diag. 18

B-M & Win

- 1) 21-25!! ...
- N--1) 10-14?/16-12! 2) 7-11/26-22!!
- ((23-19? 3) 14-17/19x10 4) 17-22!
- .../26x17 5) 21x7 Draw)) 3) 2-7
- .../30-25!! 4) 21x30/23-19! 5) 30x16
- .../12x3 WW
- 1) ... 30x21
- 2) 15-18! 23x14
- 3) 10x17 21x14
- 4) 7-10 14x 7
- 5) 2x27 BW



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

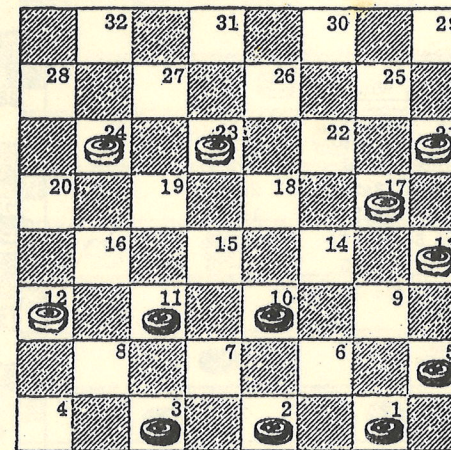
SECTION - A: Elementary Shot Principles (Continued)

GROUP - 2 (Continued)

Diag. 19

B-M & Win

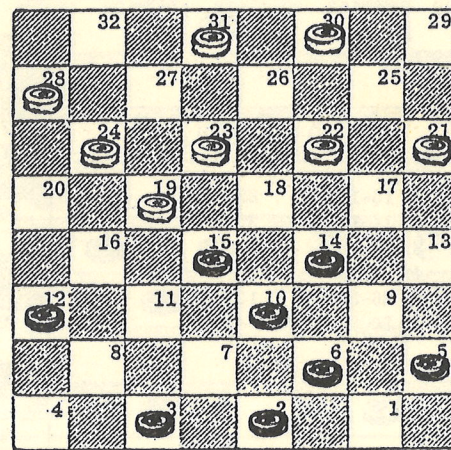
- 1) 3- 8!! 12x 3
- 2) 1- 6! 3x14
- 3) 6- 9 13x 6
- 4) 2x20 17-14
- 5) 11-15 21-17
- 6) 20-24 17-13
- 7) 24-27 13- 9
- 8) 27-32 BW



Diag. 20

B-M & Win

- 1) 15-18!! 22x15
- 2) 14-17! 21x 7
- 3) 2x20 BW

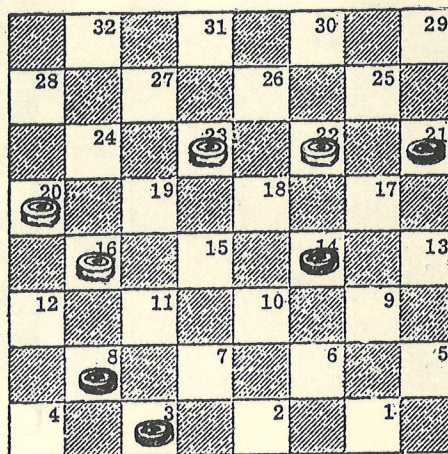


CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 3

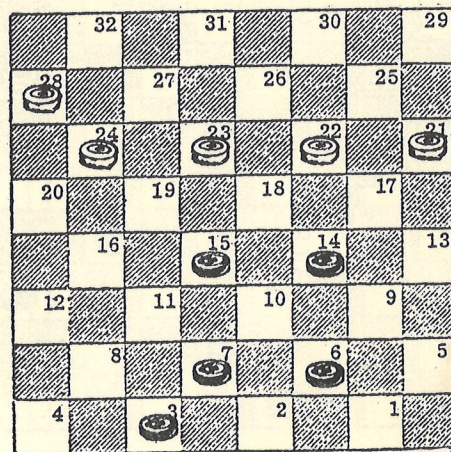
Diag. 21



B-M & Win

- 1) 14-18! 23x14 (22x15)
- 2) 8-11 16x 7
- 3) 3x26 20-16
- 4) 26-30! 16-11
- 5) 30-16! 11x20
- 6) 21-25 20-16
- 7) 25-29 BW

Diag. 22



B-M & Win

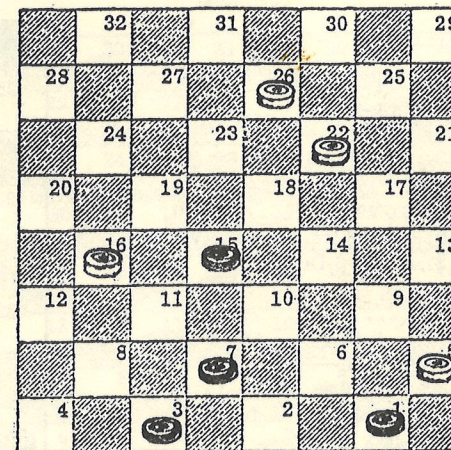
- 1) 15-18! 22x15
- 2) 14-17 21x14
- 3) 7-10 14x 7
- 4) 3x26 24-19
- 5) 26-30 19-15
- 6) 30-25 BW

CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 3 (Continued)

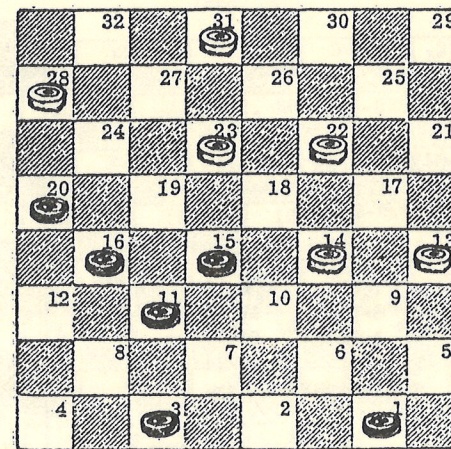
Diag. 23



B-M & Win

- 1) 15-18! ...
- N--1) 7-11 ?/16x7 2) 3x10/22-17!
- 3) 15-19/17-13 4) 19-24/13-9
- 5) 24-28/9-6 Draw
- 1) ... 22x15
- 2) 7-11 16x 7
- 3) 3x19 26-22
- 4) 19-23! 22-17
- 5) 23-27! 17-14
- 6) 27-32! 14-10
- 7) 1-10!! 10x 1
- 8) 32-28 BW

Diag. 24



B-M & Win

- 1) 16-19! 23x 7
- 2) 3x26 31x22
- 3) 1- 6! 22-17
- 4) 15-18 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

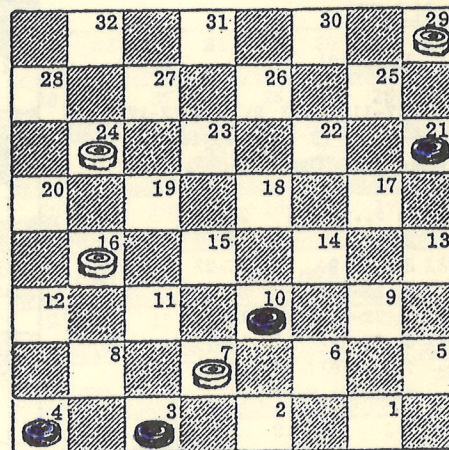
GROUP - 3 (Continued)

B-M & Win

- 1) 4- 8! 7x14
- 2) 21-25! ...

- N--2) 8-11?/16x7 3) 3x17/24-19
- 4) 17-22/19-15 5) 22-26!/15-10
- 6) 26-31/29-25! ((.../10-6??
- 7) 21-25!/29x22 8) 31x2 BW)
- 7) 21x30/10-6 Draw

- 2) ... 29x22
- 3) 8-11 16x 7
- 4) 3x26 24-19
- 5) 26-30 19-15
- 6) 30-16 15-10
- 7) 16- 2 BW



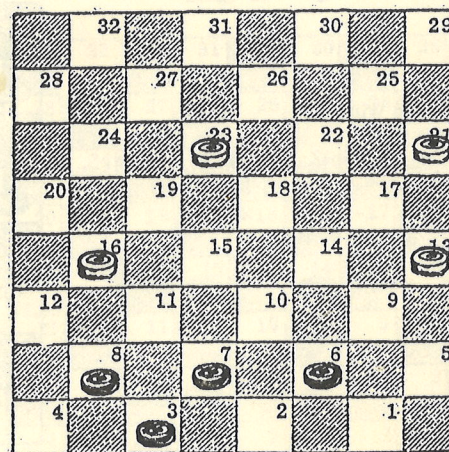
Diag. 26

B-M & Win

- 1) 6- 9! ...

- N--1) 8-12?/23-19 2) 3-8/21-17
- 3) 8-11/17-14 4) 11x20/14-9
- 5) 6-10/9-5 Draw

- 1) ... 13x 6
- 2) 7-10! 6x15
- 3) 8-11 15x 8
- 4) 3x26 21-17
- 5) 26-31 17-14
- 6) 31-24 BW



CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

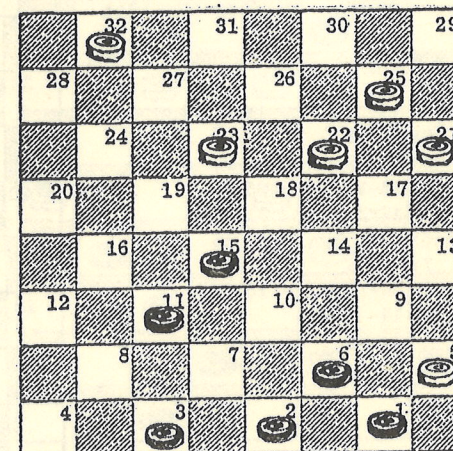
GROUP - 3 (Continued)

B-M & Win

Black has some positional advantage because of White's weakened "double corner". However, Black has an easy win. A "Group 3" shot will get the job done quickly.

- 1) 6- 9!! 5x14
- 2) 15-19! 23x 7
- 3) 3x26 25-22
- 4) 26x17 21x14
- 5) 1- 6!! 32-27
- 6) 6-10! 14x 7
- 7) 2x11 27-23
- 8) 11-15 BW

Diag. 27



Diag. 28

B-M & Win

- 1) 7-10!! ...

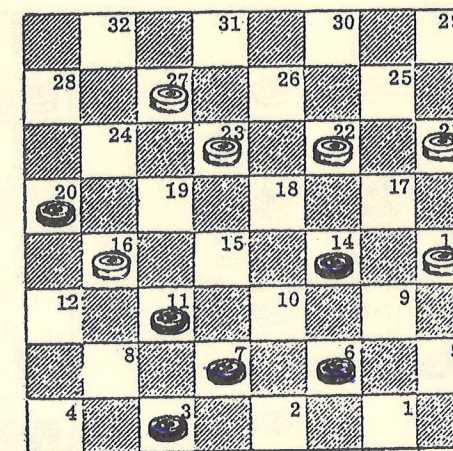
- N--1) 11-15??/22-17! 2) 20x11
- .../17x1 WW

- 1) ... 16x 7
- 2) 6- 9! 13x15
- 3) 3x17 27-23
- 4) 17-22 ...

- N--4) 14-18?/21x14! Draw

- N--4) 20-24?/23-18 5) 14x23
- .../21x14 Draw

- 4) ... 23-19
- 5) 14-18 BW



CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

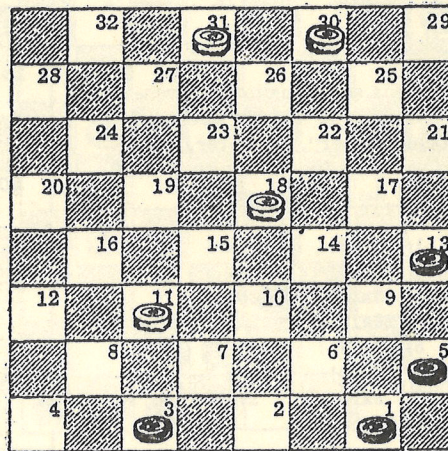
SECTION - A: Elementary Shot Principles (Continued)

GROUP - 5

Diag. 29

B-M & Win

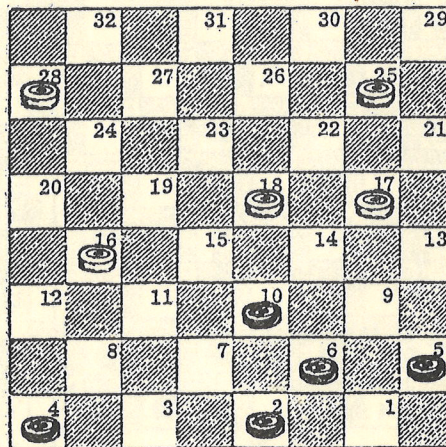
- 1) 3- 7 11x 2
- 2) 1- 6 2x 9
- 3) 5x23 30-25
- 4) 13-17 25-22
- 5) 17x26 31x22
- 6) 23-27 22-18
- 7) 27-32 18-15
- 9) 32-14 15-11
- 10) 14- 3 BW



Diag. 30

B-M & Win

- 1) 10-15! 18x11
- 2) 2- 7 11x 9
- 3) 5x30 16-11
- 4) 30-21 28-24
- 5) 21-17 24-19
- 6) 17-21 19-16
- 7) 21-17 16-12
- 8) 17-21 12- 8
- 9) 21- 3 BW



CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

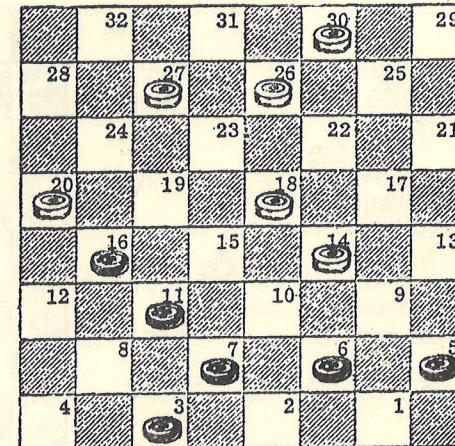
SECTION - A: Elementary Shot Principles (Continued)

GROUP - 5 (Continued)

Diag. 31

B-M & Win

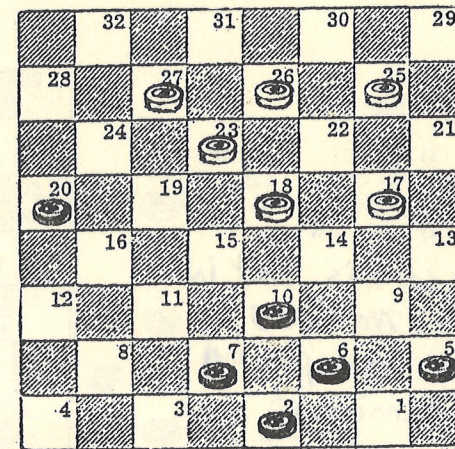
- 1) 7-10! 14x 7
- 2) 11x 2! 20x11
- 3) 2- 7 11x 9
- 4) 5x32 BW



Diag. 32

B-M & Win

- 1) 20-24!! 27x20
- 2) 10-15! 18x11
- 3) 7x16 20x11
- 4) 2- 7 11x 9
- 5) 5x30 BW

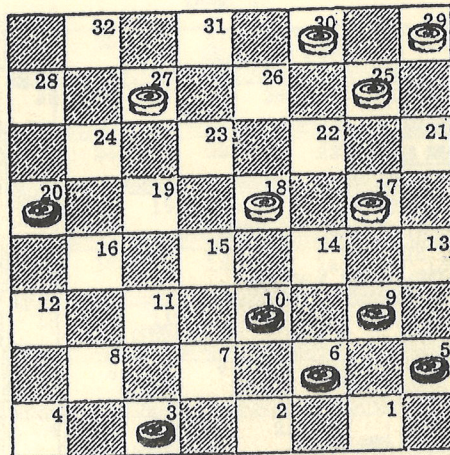


CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 5 (Continued)

Diag. 33



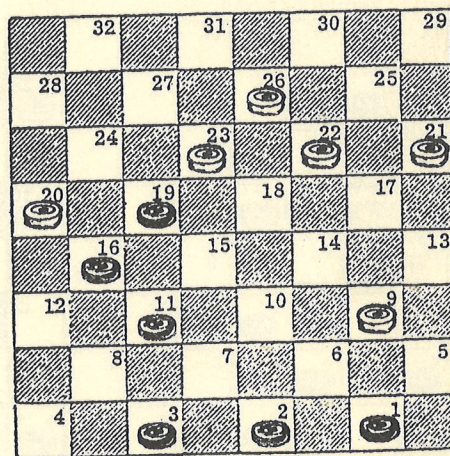
B-M & Win

1) 10-15!!

N--1) 9-13?/17-14 2)10x17/25-21!

- 1) ... 18x11
- 2) 3- 7! 11x 2
- 3) 9-13 2x 9
- 4) 13x22! 25x18
- 5) 5x32 BW

Diag. 34



B-M & Win

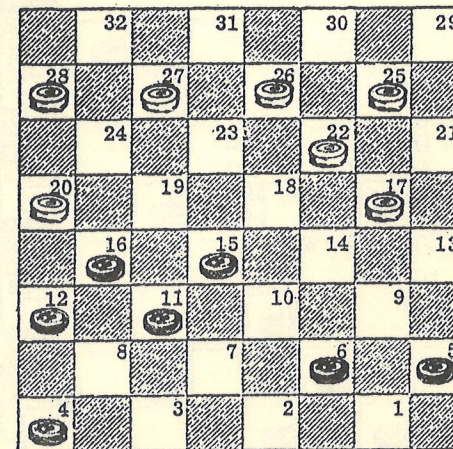
- 1) 11-15!!! 20x18
- 2) 1- 5! 23x16
- 3) 5x30 16-11
- 4) 30-23 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 5 (Continued)

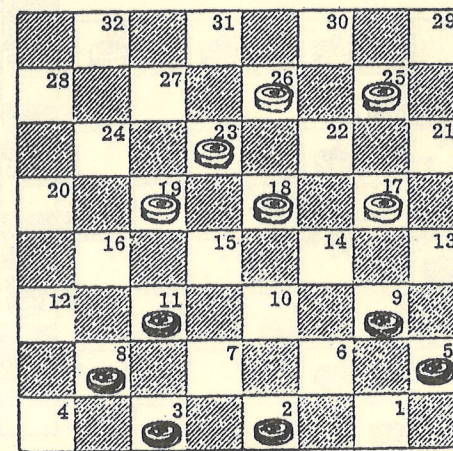
Diag. 35



B-M & Win

- 1) 15-18!!! 22x 8
- 2) 12x 3! 20x11
- 3) 3- 7 11x 9
- 4) 5x32 BW

Diag. 36



B-M & Win

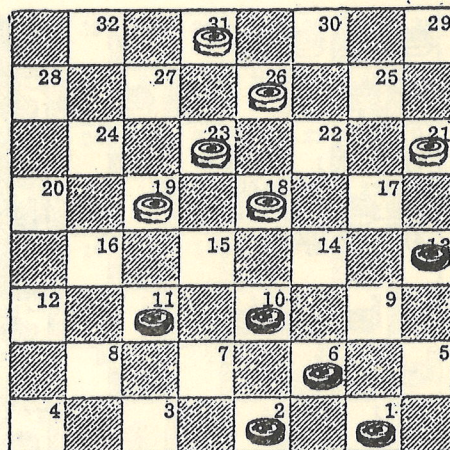
- 1) 11-16!!!! 19x12
- 2) 3- 7! 12x10
- 3) 9-14 18x 9
- 4) 5x30 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 6

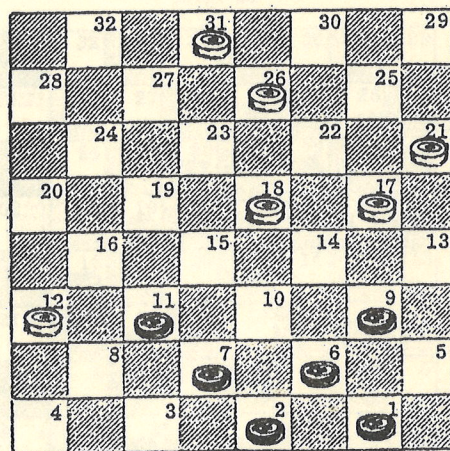
Diag. 37



B-M & Win

- 1) 10-15 19x10
- 2) 6x22 26x17
- 3) 13x22 31-27
- 4) 1- 6 24-20
- 5) 6-10 BW

Diag. 38



B-M & Win

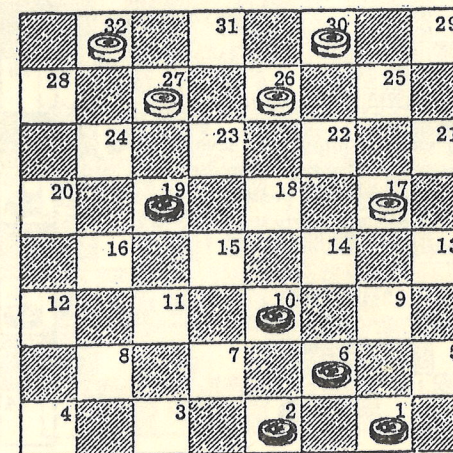
- 1) 11-15!! 18x11
- 2) 7x16 12x19
- 3) 9-14 17x10
- 4) 6x24 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 6 (Continued)

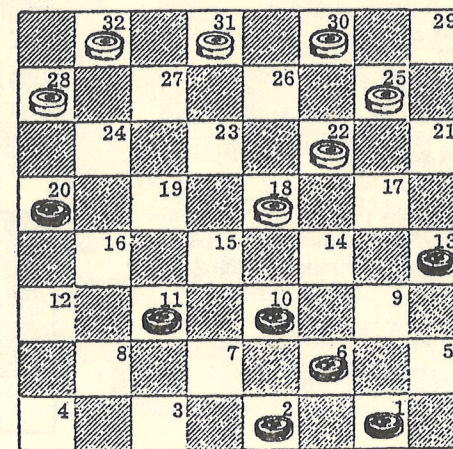
Diag. 39



B-M & Win

- 1) 19-23! 27x18 (26x19)
- 2) 10-14 17x10
- 3) 6x31 BW

Diag. 40



B-M & Win

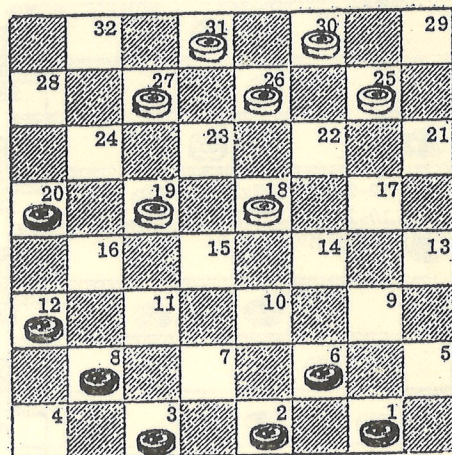
- 1) 20-24! 28x19
- 2) 13-17! 22x13
- 3) 10-15 19x10
- 4) 6x29 BW

CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 6 (Continued)

Diag. 41

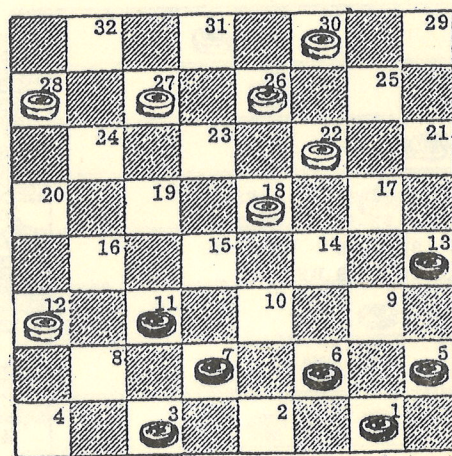


B-M & Win

Normally, White would have a strong positional advantage because of his good center board position. White, however, carelessly walked into a "Group 6" shot.

- 1) 12-16! 19x12
- 2) 3- 7 12x10
- 3) 6x29 BW

Diag. 42



B-M & Win

- 1) 13-17! 22x13
- 2) 3- 8! 12x10
- 3) 6x24 28x19
- 4) 1- 6! ...

Black has the timing with his 1-6 move. A 5-9 move would have changed the timing in White's favor.

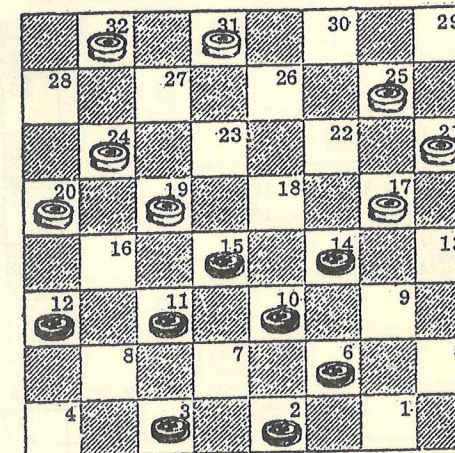
- 4) ... 30-26
- 5) 5- 9! 26-23
- 6) 9-14 BW

CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 6 (Continued)

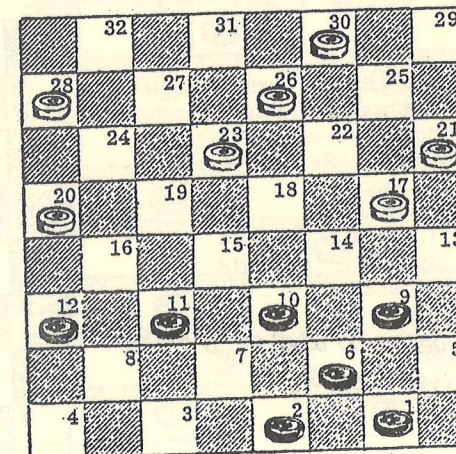
Diag. 43



B-M & Win

- 1) 11-16! 20x 9
- 2) 6x29 BW

Diag. 44



B-M & Win

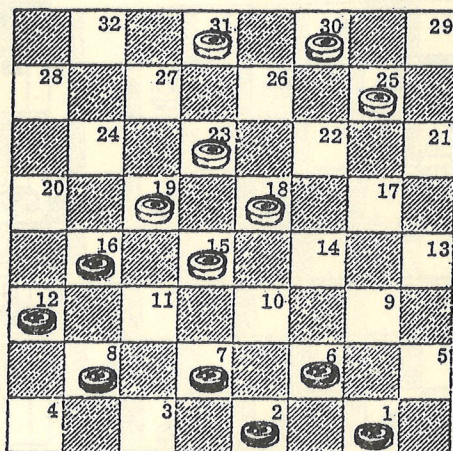
- 1) 11-16! 20x11
- 2) 10-15! 11x18
- 3) 9-14 18x 9
- 4) 6x31 BW

CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 6 (Continued)

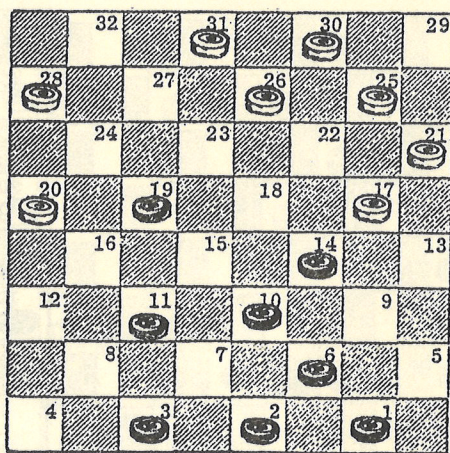
Diag. 45



B-M & Win

- 1) 8-11 15x 8
- 2) 12x 3 19x12
- 3) 3- 8 12x10
- 4) 6x29 BW

Diag. 46



Black is using the "Bristol" variation and has a good center board position. However, at this point, he will use a "Group 6" shot for a quick win.

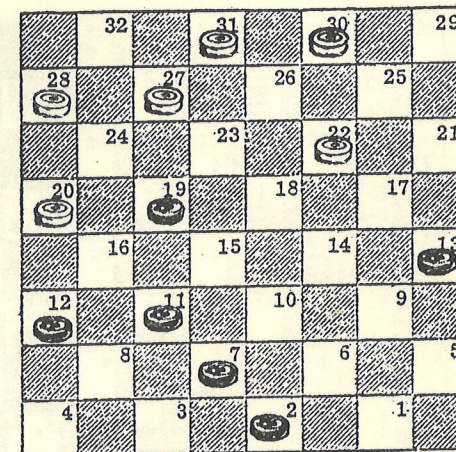
- 1) 10-15!! 17x10
- 2) 11-16! 20x18
- 3) 6x29 BW

CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 7

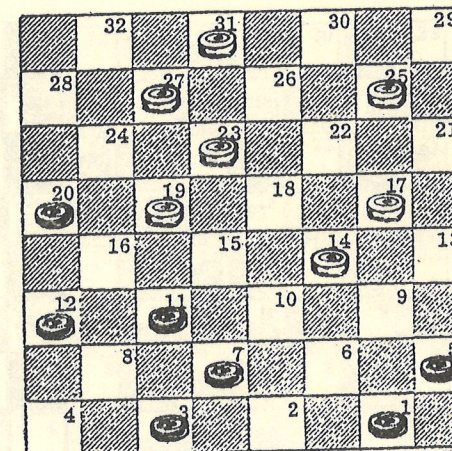
Diag. 47



B-M & Win

- 1) 19-24! 28x19
- 2) 11-16 20x11
- 3) 7x32 BW

Diag. 48



B-M & Win

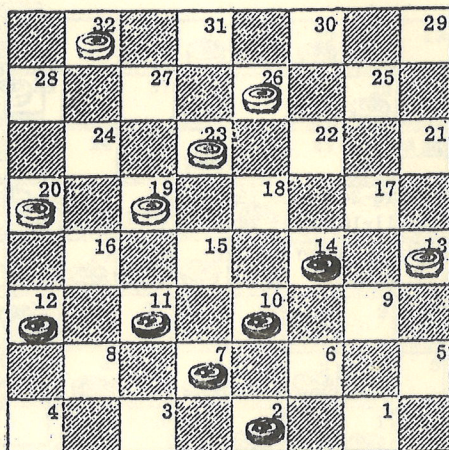
- 1) 5- 9! 14x 5
- 2) 11-15 19x10
- 3) 7x30 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 7 (Continued)

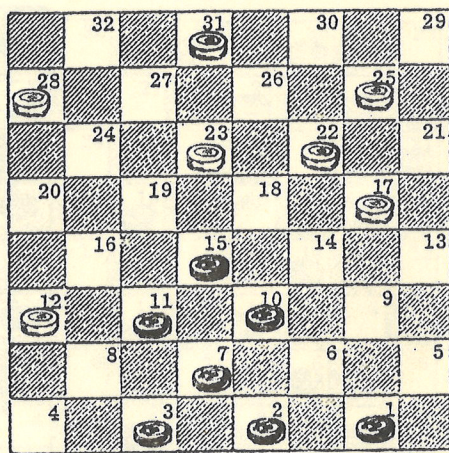
Diag. 49



B-M & Win

- 1) 14-18! 23x14
- 2) 10x17 13x22
- 3) 11-16 20x11
- 4) 7x30 BW

Diag. 50



B-M & Win

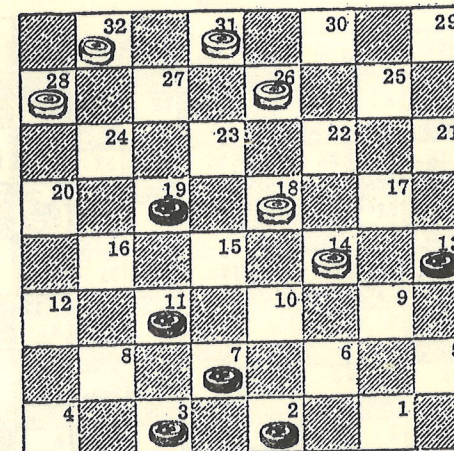
- 1) 11-16! 12x19
- 2) 15x24 28x19
- 3) 10-15 19x10
- 4) 7x30 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 7 (Continued)

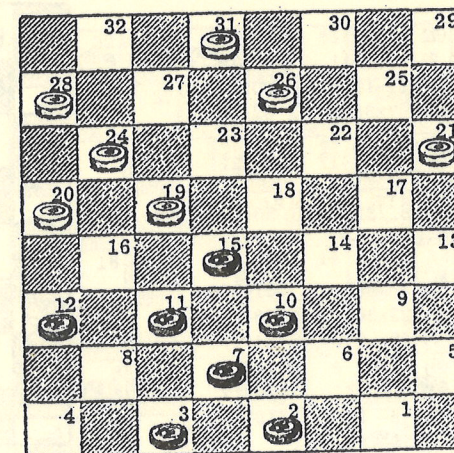
Diag. 51



B-M & Win

- 1) 19-24! 28x19
- 2) 13-17! 14x21
- 3) 11-15 18x11
- 4) 7x30 BW

Diag. 52



B-M & Win

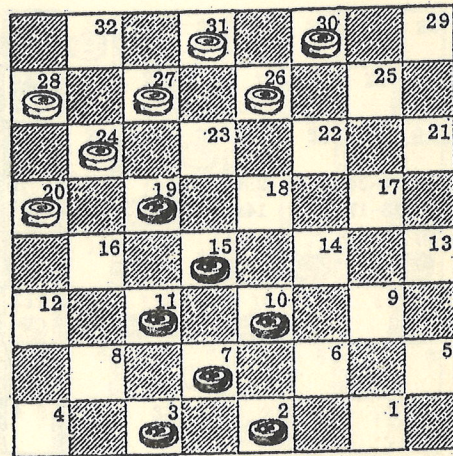
- 1) 11-16! 20x18
- 2) 10-15 19x10
- 3) 7x30 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 7 (Continued)

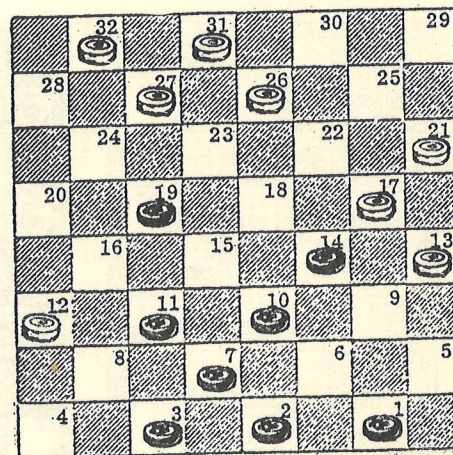
Diag. 53



B-M & Win

- 1) 11-16! 20x18
- 2) 19-23! 26x19
- 3) 10-15 19x10
- 4) 7x32 BW

Diag. 54



B-M & Win

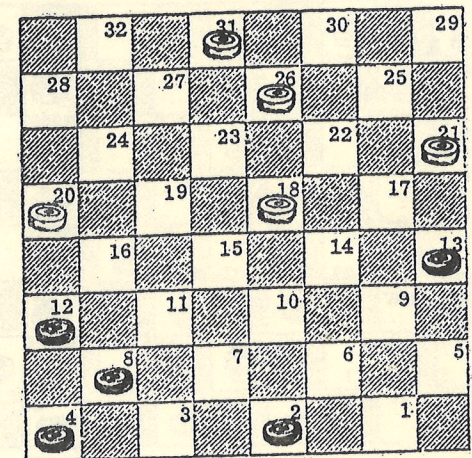
- 1) 19-24!!! 27x20
- 2) 10-15!!! 17x19
- 3) 11-16 20x11
- 4) 7x30 32-28
- N--4) .../21-17 5) 30-21!
- N--4) .../31-27 5) 30-19/32-28
- 6) 19-15!/27-24 7) 15-11 BW
- 5) 30-23 31-26!
- 6) 23x30 28-24
- 7) 2- 6!!! 24-19
- 8) 30x16 12x19
- 9) 1- 5!!! 21-17
- 10) 5- 9 19-15
- 11) 3- 7 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 8

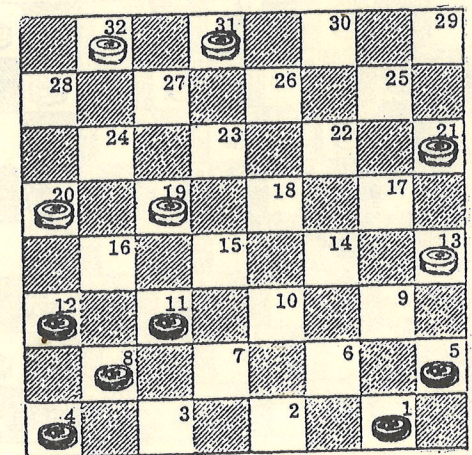
Diag. 55



B-M & Win

- 1) 12-16 20x11
- 2) 8x22 26x17
- 3) 13x22 BW

Diag. 56



B-M & Win

- 1) 11-16 20x11
- 2) 8x24 32-28
- 3) 24-27! 31-24
- 4) 12-16 21-17
- 5) 5- 9 13x 6
- 6) 1x10 BW

CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 8 (Continued)

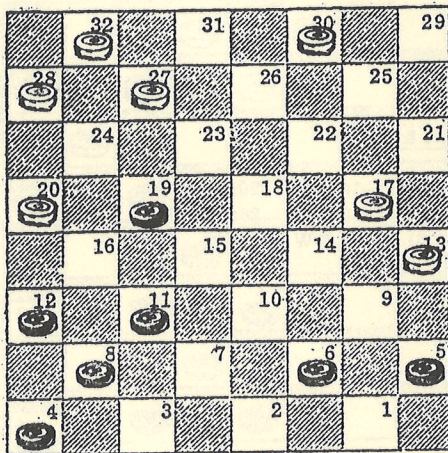
Diag. 57

B-M & Win

- 1) 19-24! 28x19
- 2) 11-16 20x11
- 3) 8x31 30-26
- 4) 31x22 17x26
- 5) 5- 9 32-27
- 6) 9-14 27-23

- N--6) .../26-23 7) 4-8/27-24
- 8) 8-11 BW

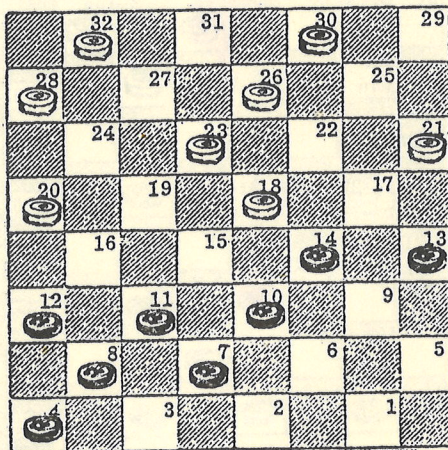
- 7) 12-16! 26-22
- 8) 16-19!! 23x16
- 9) 4- 8 BW



Diag. 58

B-M & Win

- 1) 13-17!!! 18x 9
- 2) 10-14! 9x18
- 3) 12-16!! 21x14
- 4) 7-10 14x 7
- 5) 11x 2 20x11
- 6) 8x31 BW



CHAPTER 1: A Study of Elementary Principles of Shots, Position Play and Timing

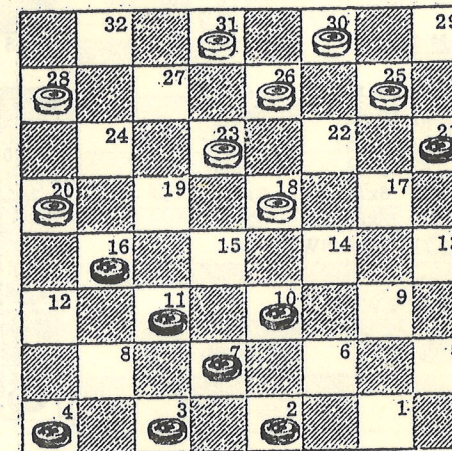
SECTION - A: Elementary Shot Principles (Continued)

GROUP - 8 (Continued)

Diag. 59

B-M & Win

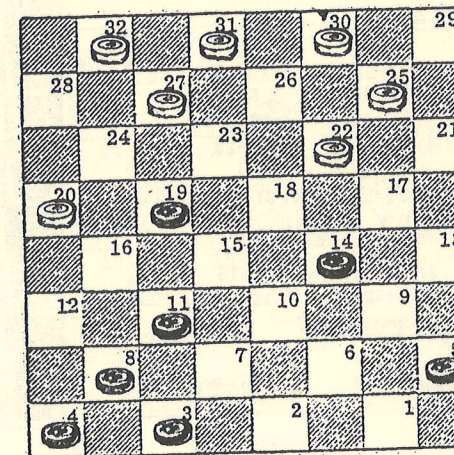
- 1) 11-15!! 18x11
- 2) 10-15! 11x18
- 3) 3- 8 20x11
- 4) 8x29 BW



Diag. 60

B-M & Win

- 1) 14-17!!! 22x13
- 2) 19-23! 27x18
- 3) 11-16 20x11
- 4) 8x29 BW

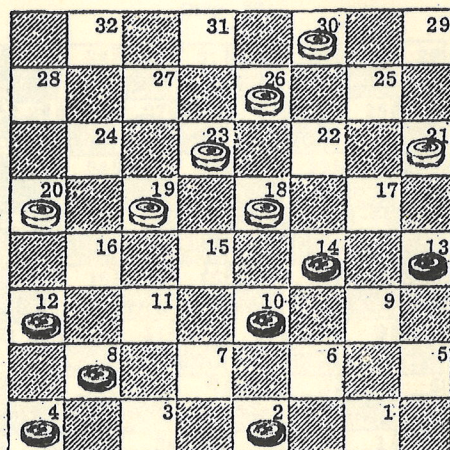


CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 8 (Continued)

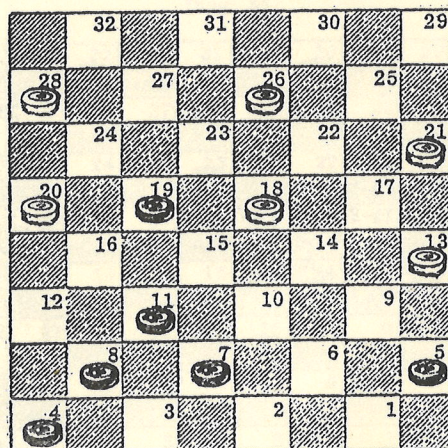
Diag. 61



B-M & Win

- 1) 13-17!! 18x 9
- 2) 17-22! 26x17
- 3) 10-15! 19x10
- 4) 12-16 20x11
- 5) 8x22 21-17
- 6) 22x13 23-18
- 7) 13-17 BW

Diag. 62



B-M & Win

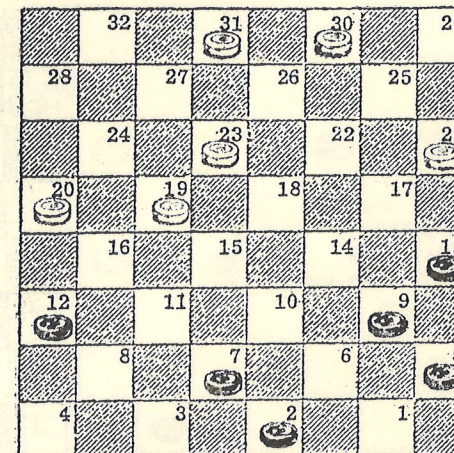
- 1) 5- 9!!! 13x 6
- 2) 7-10!!! 6x24
- 3) 11-16 20x11
- 4) 8x31 24-19
- N-4) .../24-20 5) 31-26!/28-24
- 6) 4-8 BW
- 5) 31-24! 19-16
- 6) 24-20 16-12
- 7) 20-31! BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 9

Diag. 63



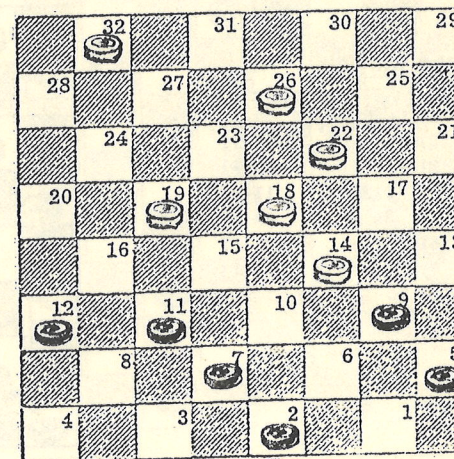
B-M & Win

- 1) 13-17 21x14
- 2) 9x27 31x24
- 3) 7-11! ...

White is seriously handicapped now because three of his men are blocked by only two of Black's men, and there is no way to extricate himself from this difficulty.

- 3) ... 30-26
- 4) 5- 9 26-22
- 5) 9-14 BW

Diag. 64



B-M & Win

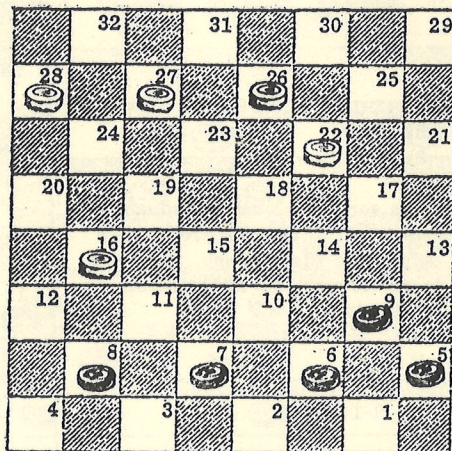
- 1) 12-16! 19x12
- 2) 11-15 18x11
- 3) 7x16 12x19
- 4) 9x25 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 9 (Continued)

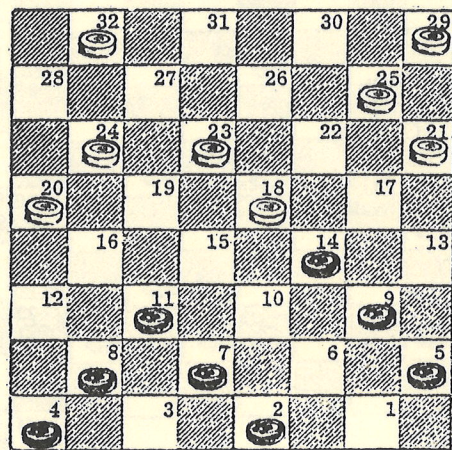
Diag. 65



B-M & Win

- 1) 7-11! 16x 7
- 2) 6-10 7x14
- 3) 9x25 26-22
- 4) 25x18 28-24
- 5) 18-22 BW

Diag. 66



B-M & Win

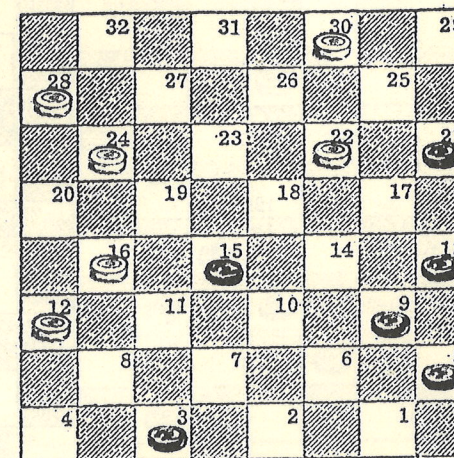
- 1) 14-17! 21x14
- 2) 11-15! 18x11
- 3) 7x16! 20x11
- 4) 9x20 11- 7
- 5) 2x11 25-22
- 6) 11-15 22-17
- 7) 20-24 17-14
- 8) 15-18 14x23
- 9) 24-27 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 9 (Continued)

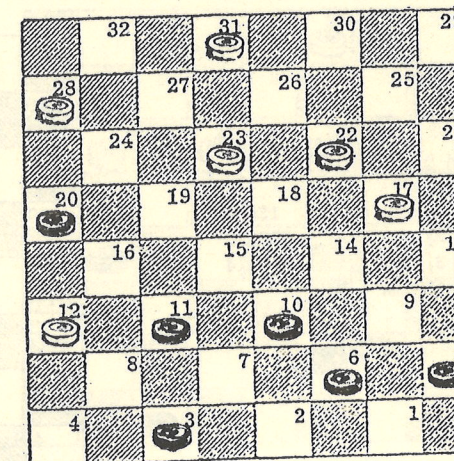
Diag. 67



B-M & Win

- 1) 15-18!! 22x15
- 2) 21-25! 30x21
- 3) 13-17 21x14
- 4) 9x27 BW

Diag. 68



B-M & Win

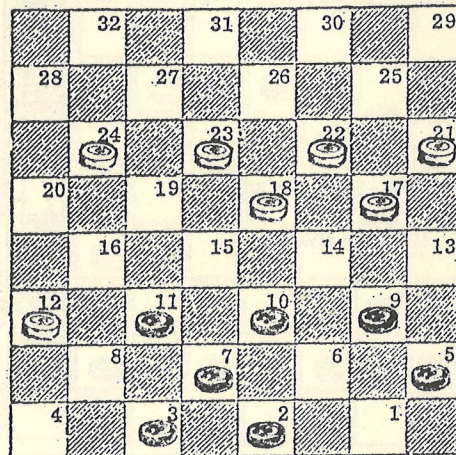
- 1) 3- 8! 12x 3
- 2) 6- 9! 3x14
- 3) 9x27(9x25!) 31x24
- 4) 20x27 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 9 (Continued)

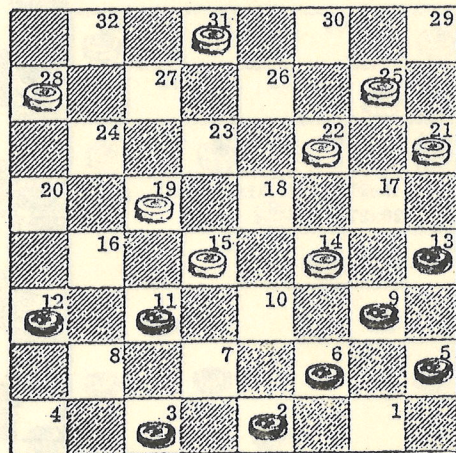
Diag. 69



B-M & Win

- 1) 3- 8!!! 12x 3
- 2) 11-15! 18x11
- 3) 7x16 3x14
- 4) 9x20 22-18
- 5) 20-24 BW

Diag. 70



B-M & Win

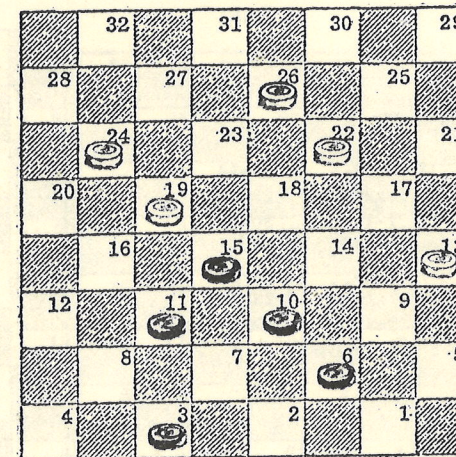
- 1) 9x18!! 15x 8
- 2) 6- 9! 22x15
- 3) 13-17 21x14
- 4) 9x 4 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 10

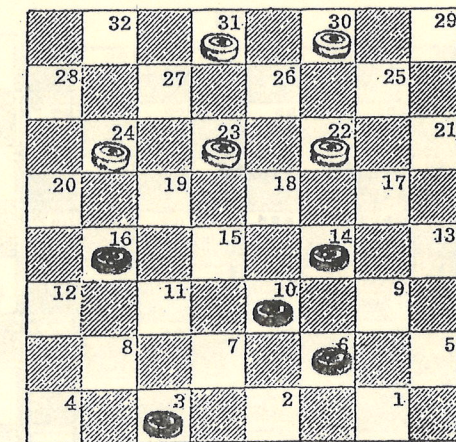
Diag. 71



B-M & Win

- 1) 11-16! 19x12
- 2) 15-18 22x15
- 3) 10x28 26-23
- 4) 28-32 23-19
- 5) 32-18 BW

Diag. 72



B-M & Win

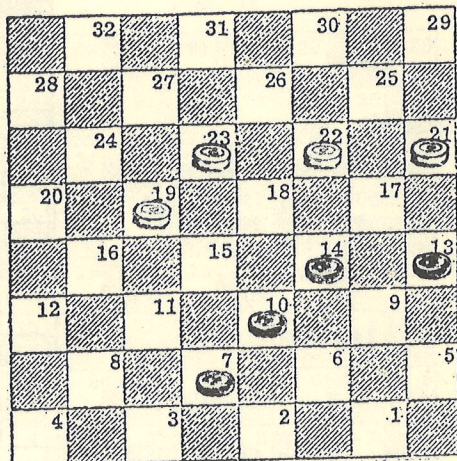
- 1) 16-19! 23x16
- N--1) .../24-15 2) 10x17 BW
- 2) 14-18 22x15
- 3) 10x28 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 10 (Continued)

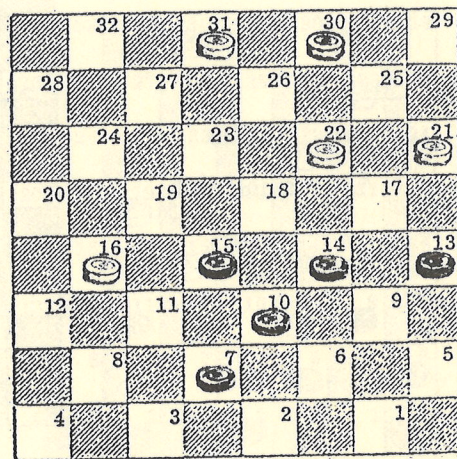
Diag. 73



B-M & Win

- 1) 14-17 21x14
- 2) 10x26 23x30
- 3) 7-11 30-26
- 4) 13-17 26-23
- 5) 17-22 19-16
- 6) 11x20 23-19
- 7) 20-24 19x28
- 8) 22-25 BW

Diag. 74



B-M & Win

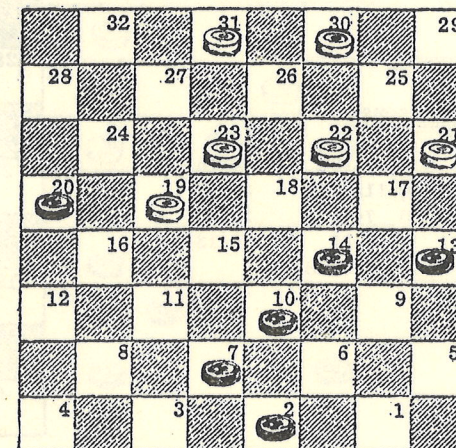
- 1) 15-19! 16x23
- 2) 14-17 21x14
- 3) 10x19 31-27
- 4) 13-17 30-26
- 5) 17-22 26x17
- 6) 7-10 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 10 (Continued)

Diag. 75



B-M & Win

1) 20-24! ...

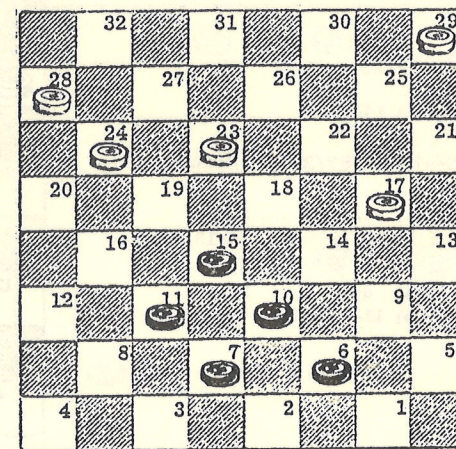
N--1) 7-11?/22-18!

- 1) ... 19x28
- 2) 14-17 21x14
- 3) 10x19 30-26
- 4) 2- 6 31-27
- 5) 13-17 27-23

N--5) .../27-24 6) 7-10 BW

6) 17-22 BW

Diag. 76



B-M & Win

1) 15-19!! ...

N--1) 6-9?/23-19! 2) 9-14 (9-13??)
 .../17-13 3) 14-18/24-20 ((./13-9??
 4) 18-23!/19x26 5) 10-14/9x18 6) 15x31
 BW)) 4) 15x24/28x19! 5) 18-22/13-9
 6) 22-26/9-5 7) 26-31/5-1 Draw

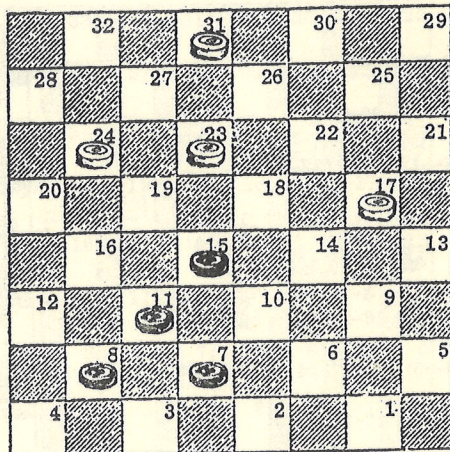
- 1) ... 24x 8
- 2) 7-11 8x15
- 3) 10x26 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 11

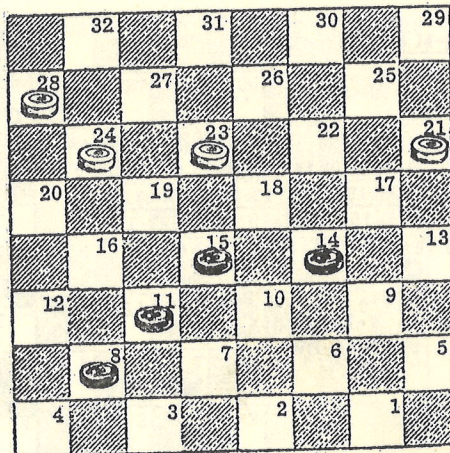
Diag. 77



B-M & Win

- 1) 15-19 24x15
- 2) 11x27 31x24
- 3) 7-10 24-19
- 4) 8-11 17-13
- 5) 10-14 BW

Diag. 78



B-M & Win

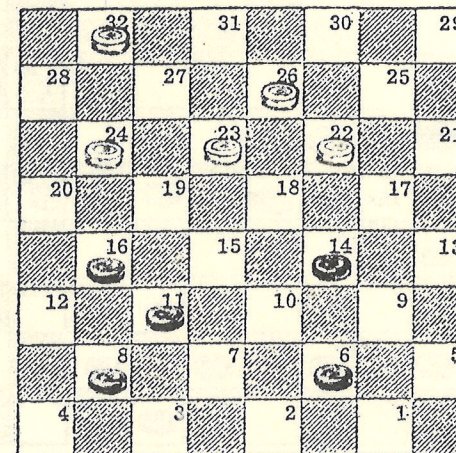
- 1) 14-18! ...
- N--1) 15-18?/21-17! Draw
- 1) ... 23x14
- 2) 15-19 24x15
- 3) 11x 9 28-24
- 4) 8-11 21-17
- 5) 11-15 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 11 (Continued)

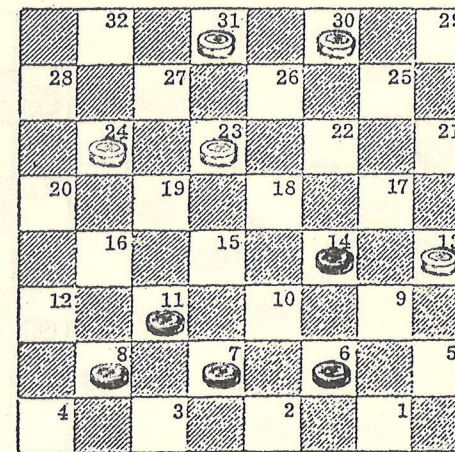
Diag. 79



B-M & Win

- 1) 14-18 ...
- N--1) 16-20 ??/22-18! 2) 20x27
- .../18x2 WW
- 1) ... 23x14
- 2) 16-19 24x15
- 3) 11x25 BW

Diag. 80



B-M & Win

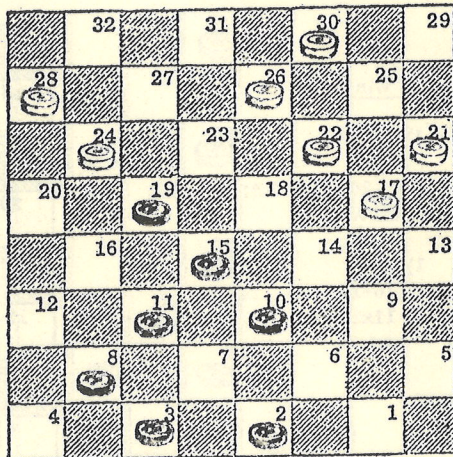
- 1) 6- 9! 13x 6
- 2) 7-10 6x15
- 3) 11x20 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 11 (Continued)

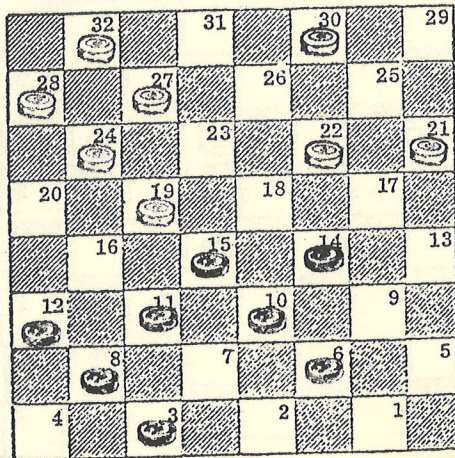
Diag. 81



B-M & Win

- 1) 10-14! 17x10
- 2) 15x 6 24x15
- 3) 11x25 BW

Diag. 82



B-M & Win

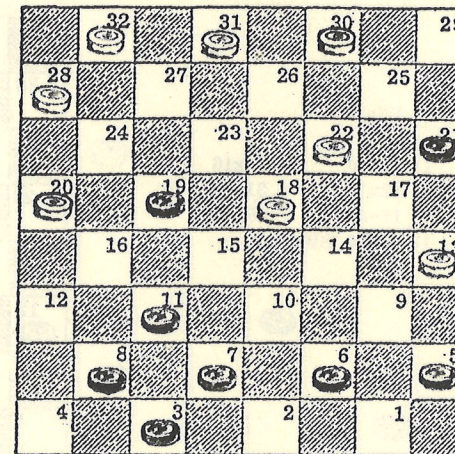
- 1) 12-16! ...
- N--1) 11-16??/22-17 WW
- 1) ... 19x12
- 2) 15-19 24x15
- 3) 11x25 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 11 (Continued)

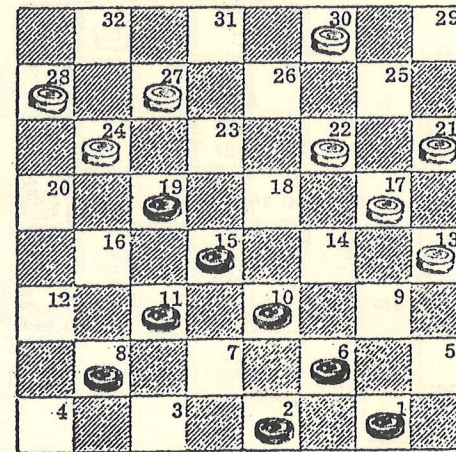
Diag. 83



B-M & Win

- 1) 19-23!! 18x27
- 2) 6- 9! 13x 6
- 3) 7-10 6x15
- 4) 11x25 BW

Diag. 84



B-M & Win

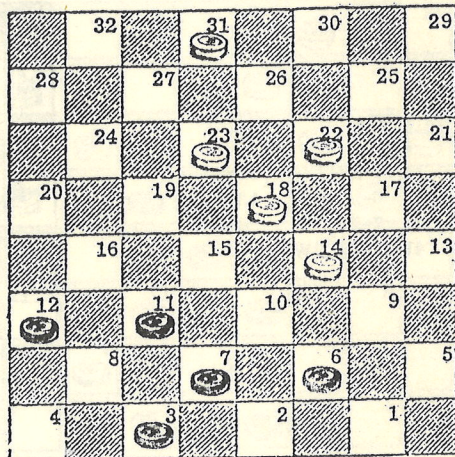
- 1) 10-14!!! 17x10
- 2) 1- 5!! 10x 1
- 3) 2- 6! 1x10
- 4) 15x 6 24x15
- 5) 11x25 21-17
- 6) 25-29 17-14
- 7) 29-11 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 12

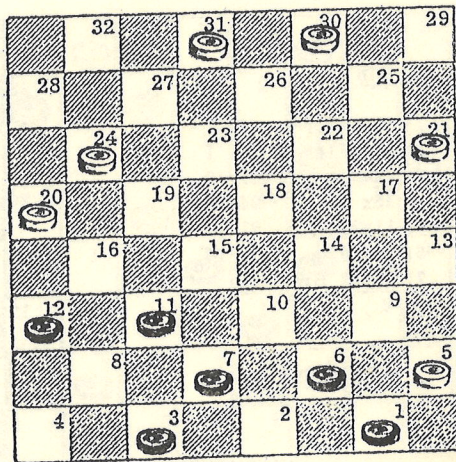
Diag. 85



B-M & Win

- 1) 7-10 14x16
- 2) 12x17 31-26
- 3) 17-21 26-22
- 4) 6-10 BW

Diag. 86



B-M & Win

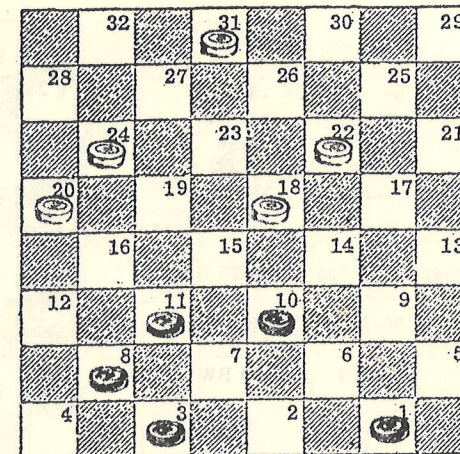
- 1) 6- 9! 5x14
- 2) 7-10 14x16
- 3) 12x28 31-27
- N--3) .../20-16 4) 28-32 BW
- 4) 28-32 27-24
- 5) 32-28 24-19
- 6) 28x15 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 12 (Continued)

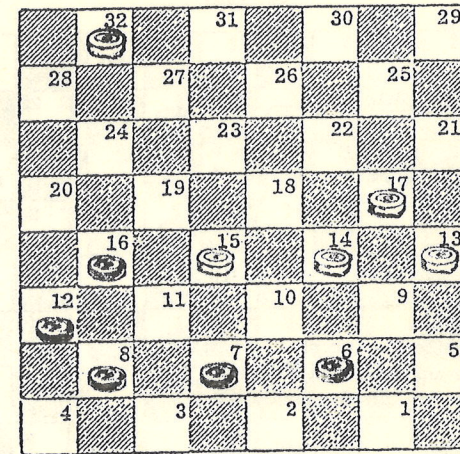
Diag. 87



B-M & Win

- 1) 10-14! 18x 9
- 2) 1- 6! 9x 2
- 3) 8-12 2x16
- 4) 12x28 22-18
- N--4) .../31-27 5) 28-32/27-24
- 6) 32-28 BW
- 5) 28-32 18-15
- 6) 32-23! 15-10
- 7) 23-19 BW

Diag. 88



B-M & Win

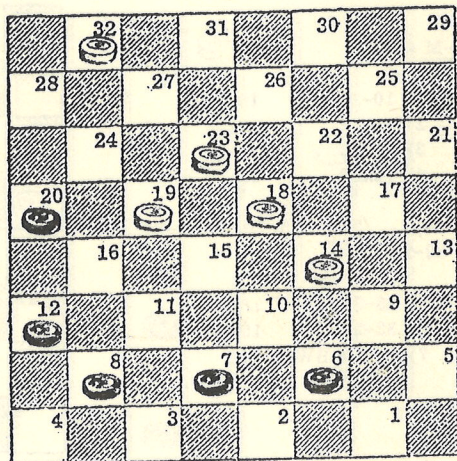
- 1) 7-10! 14x 7
- 2) 6- 9!! ...
- N--2) 8-11?/15x8 3) 12x10/32-27
- 4) 10-15! ((16-19??/27-23!
- 5) 19x26/17-14 6) 10x17/13x31
- 7) 6-10/31-26 8) 10-15/26-23 WW))
- 2) ... 13x 6
- 3) 8-11 15x 8
- 4) 12x 1 17-14
- 5) 1- 6 32-27
- 6) 16-19 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 12 (Continued)

Diag. 89



B-M & Win

- 1) 20-24! 19x28
- 2) 7-10 14x 7
- 3) 8-11 7x16
- 4) 12x26 18-15
- 5) 26-30! 15-11
- 6) 6-10!! 11- 8

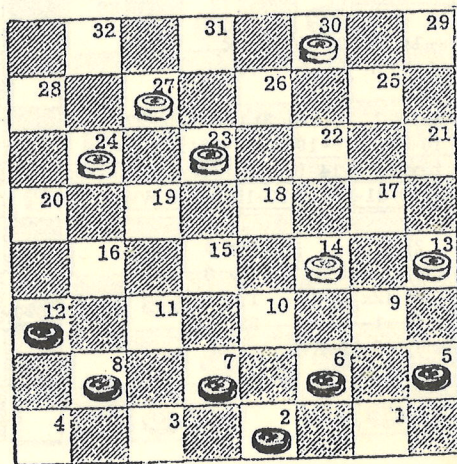
N--6) .../28-24 7) 30-25 BW

7) 30-25! 8- 3

N--7) .../8-4 8) 25-29 BW

- 8) 25-21 3x14
- 9) 21x10 32-27
- 10) 10-19 BW

Diag. 90



B-M & Win

- 1) 6- 9! 13x 6
- 2) 2x18 23x14
- 3) 7-10 14x 7
- 4) 8-11 7x16
- 5) 12x28 27-23
- 6) 28-32 23-19
- 7) 32-18 BW

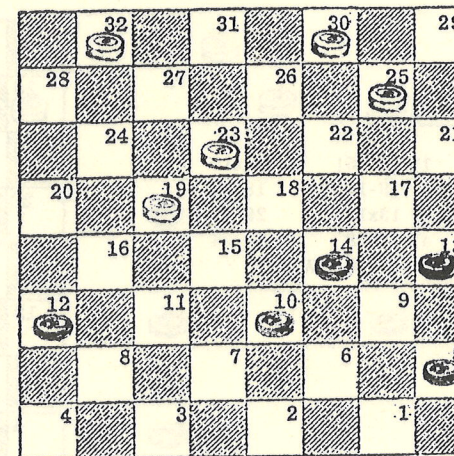
Notice how two shot principles, Group 2 and then Group 12, are used in this demonstration.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 13

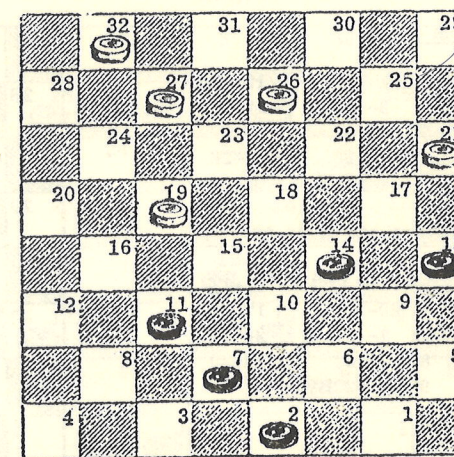
Diag. 91



B-M & Win

- 1) 10-15 19x17
- 2) 13x29 30-25
- 3) 29x27 32x23
- 4) 5- 9 23-18
- 5) 12-16 18-15
- 6) 9-14 BW

Diag. 92



B-M & Win

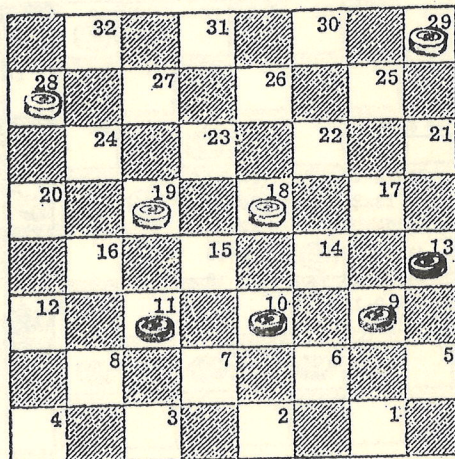
- 1) 11-15! 19x 3
- 2) 2- 6 3x17
- 3) 13x24 21-17
- 4) 6-10 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 13 (Continued)

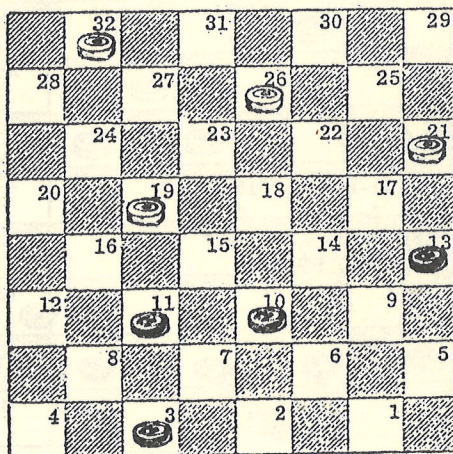
Diag. 93



B-M & Win

- 1) 10-15! 19x10
- 2) 9-14 18x 9
- 3) 13x15 29-25
- 4) 15-18 28-24
- 5) 11-15 BW

Diag. 94



B-M & Win

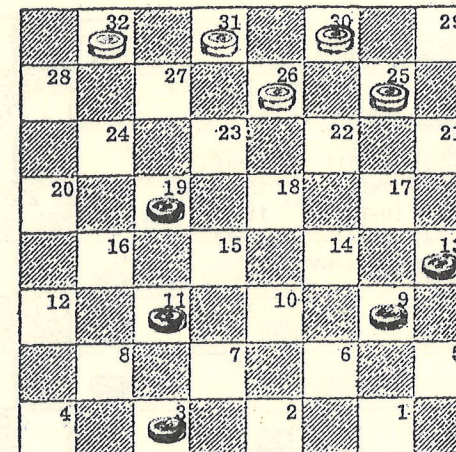
- 1) 11-16 19x12
- 2) 3-.8 12x 3
- 3) 10-14 3x17
- 4) 13x31 32-28
- 5) 31-20! ...
- N--5) 31-13! or 31-22!
- 5) ... 21-17
- 6) 20- 7! 17-13
- 7) 7- 2! 28-24
- 8) 2- 6! 24-20
- 9) 6- 2 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 13 (Continued)

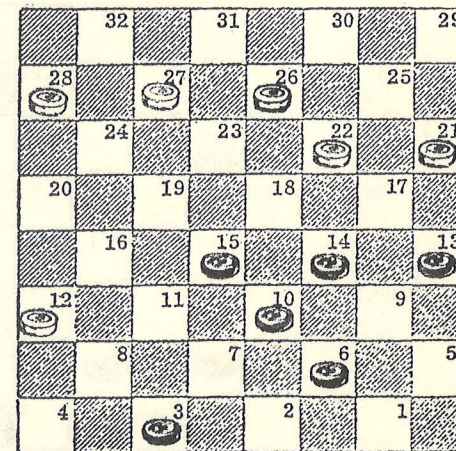
Diag. 95



B-M & Win

- 1) 19-23! 26x19
- 2) 11-15 19x10
- 3) 9-14 10x17
- 4) 13x29 BW

Diag. 96



B-M & Win

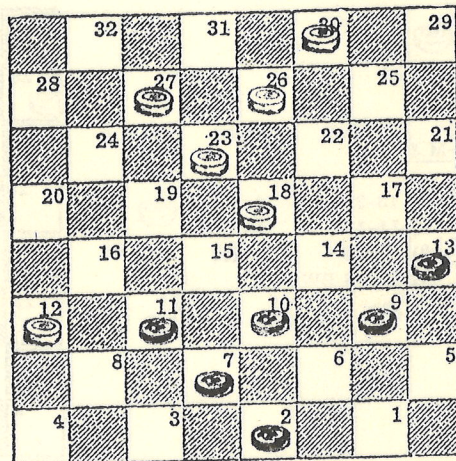
- 1) 3- 8!! 12x 3
- 2) 15-18! 22x15
- 3) 10x19 3x17
- 4) 13x24 21-17
- 5) 6- 9 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 13 (Continued)

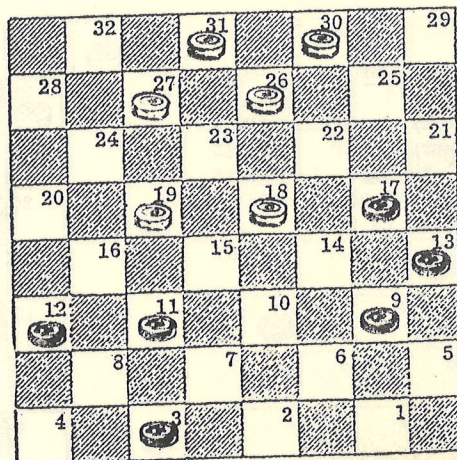
Diag. 97



B-M & Win

- 1) 11-15!! 18x11
- 2) 7x16 12x19
- 3) 10-15 19x10
- 4) 9-14 10x17
- 5) 13x24 BW

Diag. 98



B-M & Win

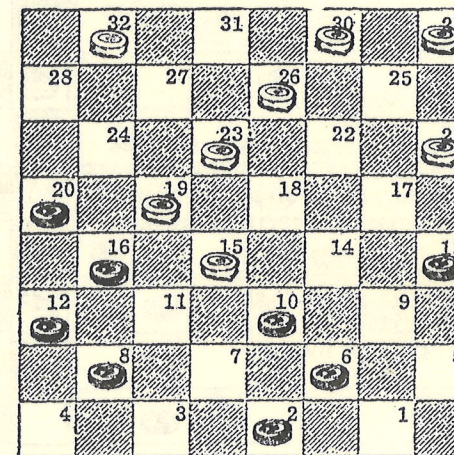
- 1) 17-22!! 18x25
- N--1) .../26x17 2) 13x24/27x20
- 3) 12-16/31-26 4) 16-19 BW
- 2) 11-15 19x10
- 3) 9-14 10x17
- 4) 13x29 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 13 (Continued)

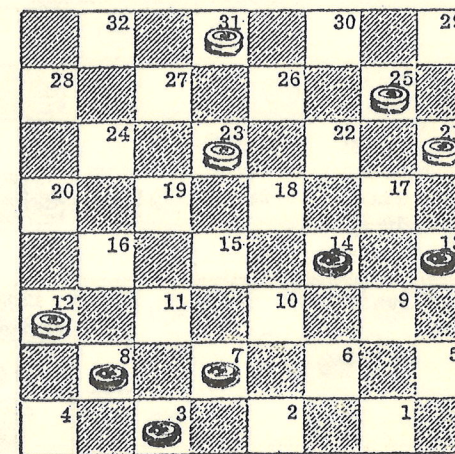
Diag. 99



B-M & Win

- 1) 8-11! 15x8
- 2) 12x 3 19x12
- 3) 3- 8 12x 3
- 4) 10-14 3x17
- 5) 13x31 23-18
- 6) 20-24 18-14
- 7) 6-10 14x 7
- 8) 2x11 BW

Diag. 100



B-M & Win

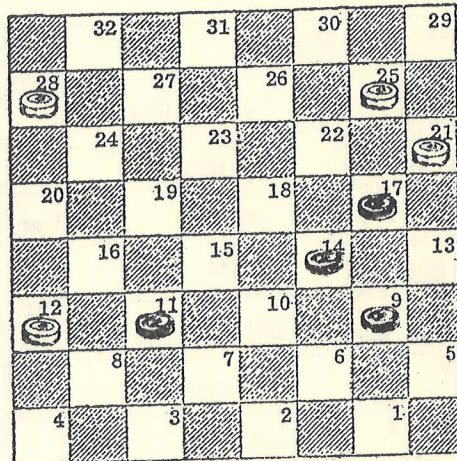
- 1) 14-18!! 23x14
- 2) 7-10! 14x 7
- 3) 3x10 12x 3
- 4) 10-14 3x17
- 5) 13x29 31-27
- N--5) .../21-17 6) 29-18 BW
- 6) 29-18! 27-24
- 7) 18-15 24-20
- 8) 15-11! 21-17
- 9) 11- 7 17-13
- 10) 7- 2 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 14

Diag. 101



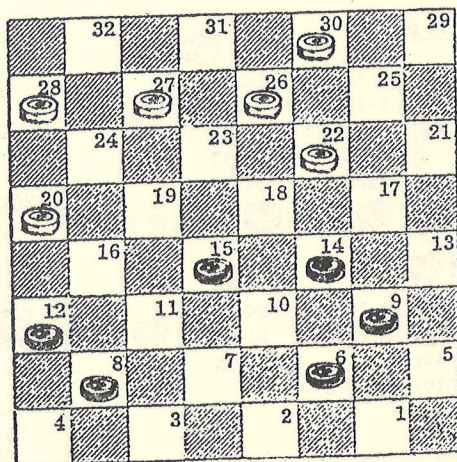
B-M & Win

1) 11-16! ...

N--1) 17-22 ?/25x18 2) 14x23/28-24
 3) 23-26/24-19 4) 26-31/19-16
 5) 11x20/12-8 6) 31-22/8-3 7) 22-29
 .../21-17! 8) 9-13/17-14 Draw

- 1) ... 12x19
- 2) 17-22 25x18
- 3) 14x16 28-24
- 4) 9-14 BW

Diag. 102



B-M & Win

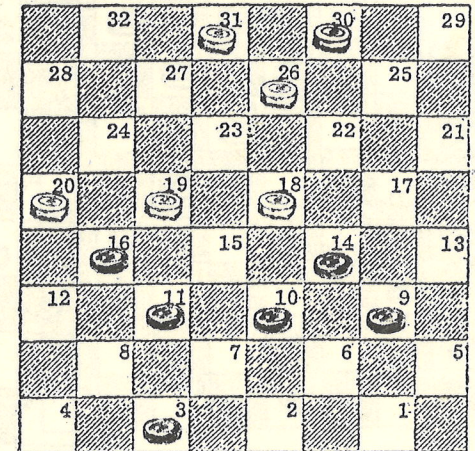
- 1) 12-16! 20x 4
- 2) 6-10 4x18
- 3) 14x32 28-24
- 4) 10-15 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 14 (Continued)

Diag. 103



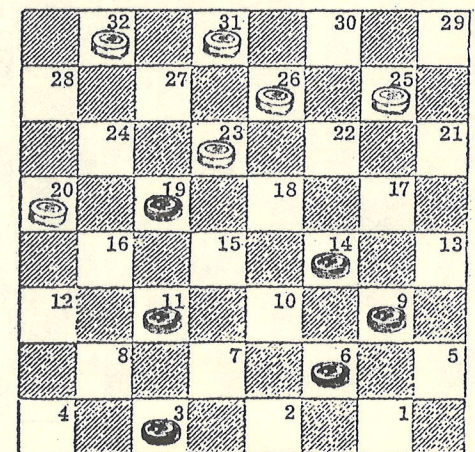
B-M & Win

1) 16x23! 18x27

N--1) .../26-19 2) 14x16 BW

- 2) 11-16! 20x11
- 3) 10-15 11x18
- 4) 14x32 26-22
- 5) 9-13 BW

Diag. 104



B-M & Win

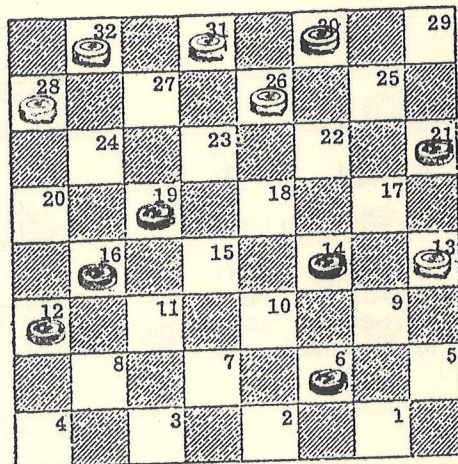
- 1) 11-16!! 20x11
- 2) 6-10! 23x16
- 3) 10-15 11x18
- 4) 14x21 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 16

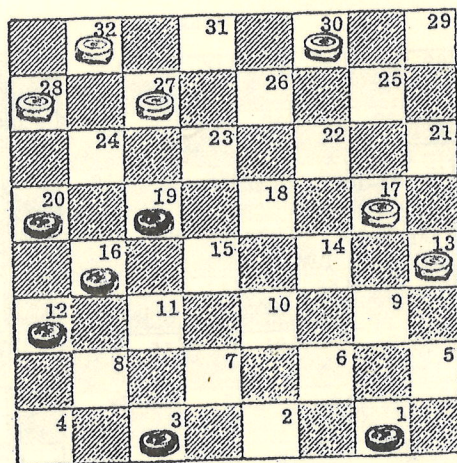
Diag. 105



B-M & Win

- 1) 21-25! 30x21
- 2) 19-24 28x19
- 3) 16x30 BW

Diag. 106



B-M & Win

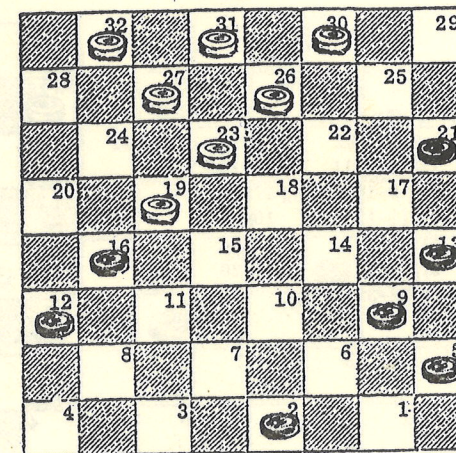
- 1) 19-23! 27x18
- 2) 20-24 28x19
- 3) 16x21 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 16 (Continued)

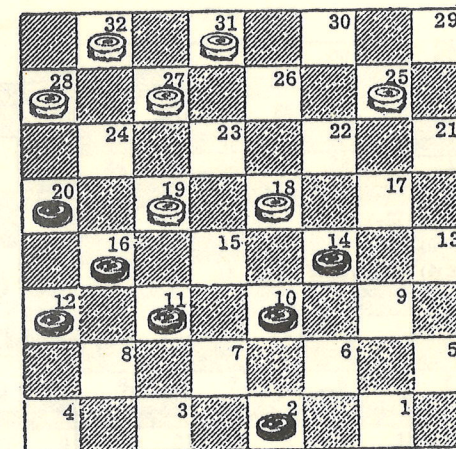
Diag. 107



B-M & Win

- 1) 21-25! 30x21
- 2) 13-17 21x14
- 3) 9x18 23x14
- 4) 16x30 BW

Diag. 108



B-M & Win

- 1) 16x23!! 18x 9
- 2) 11-16! 27x18
- 3) 20-24 28x19
- 4) 16x 5 BW

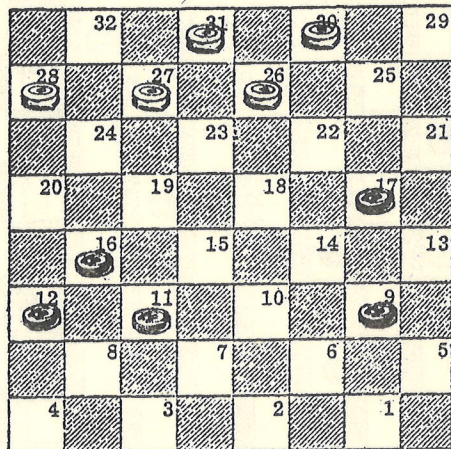
Black now has superior forces and can build up very strong center board position for an easy win.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 16 (Continued)

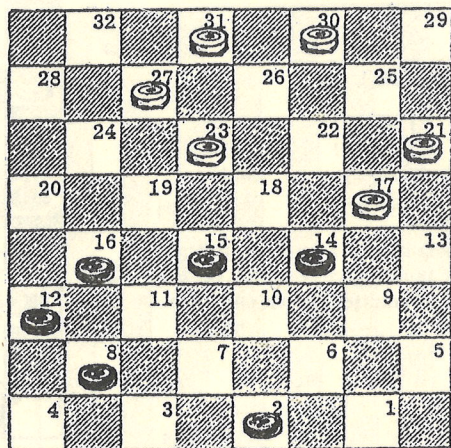
Diag. 109



B-M & Win

- 1) 17-22!! 26x17
- 2) 9-14! 17x10
- 3) 11-15 10x19
- 4) 16x32 28-24
- 5) 32-28 24-20
- 6) 28-32 BW

Diag. 110



B-M & Win

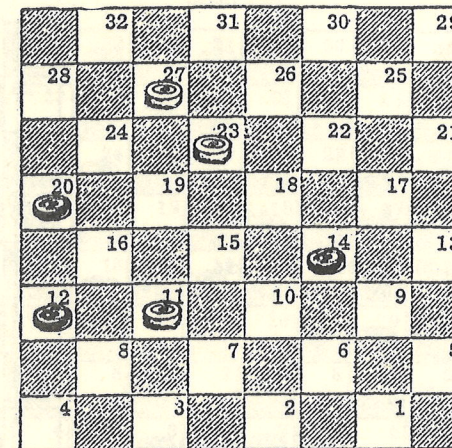
- 1) 15-18!! 17x10
- 2) 8-11! 23x14
- 3) 11-15 10x19
- 4) 16x32 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 20

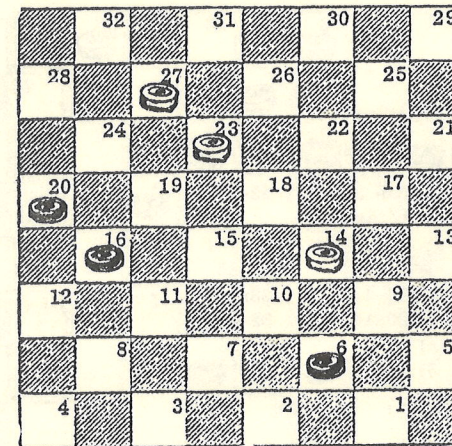
Diag. 111



B-M & Win

- 1) 12-16! 11-7 (11-8)
- 2) 16-19 23x16
- 3) 20x 2 BW

Diag. 112



B-M & Win

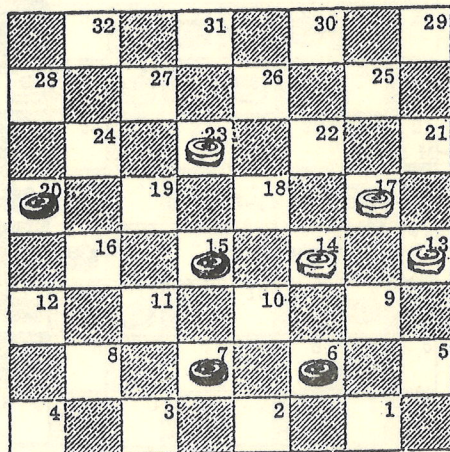
- 1) 6-10! ...
- N--1) 16-19/23x16 2) 20x11/27-23
- 3) 11-16/23-18 4) 16-19!/14-9!
- 5) 6x13/18-14 Draw
- 1) ... 14x 7
- 2) 16-19 23x16
- 3) 20x 2 27-23
- 4) 2- 7! 23-18
- 5) 7-10 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 20 (Continued)

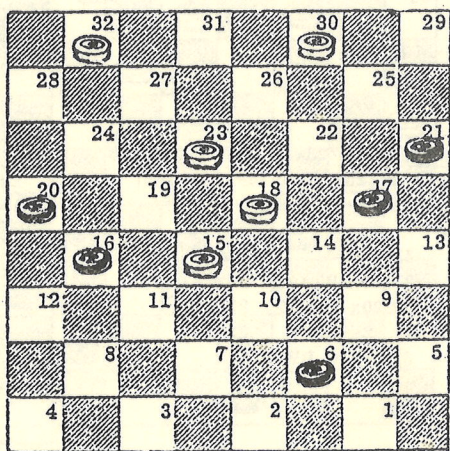
Diag. 113



B-M & Win

- 1) 7-10! 14x 7
- 2) 6- 9! 13x 6
- 3) 15-19 23x16
- 4) 20x 9 BW

Diag. 114



B-M & Win

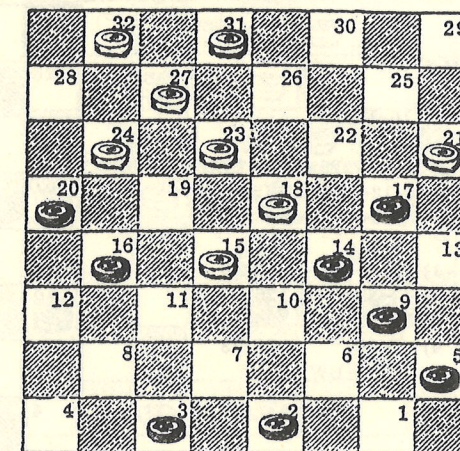
- 1) 17-22! ...
- N--1) 20-24?/32-28! 2) 16-19
- .../23x16 3) 24-27/28-24!!
- 4) 27x11/15x8 WW
- 1) ... 18x25
- 2) 16-19 23x16
- 3) 20x18 32-27
- 4) 6-10 27-24
- 5) 10-15 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 20 (Continued)

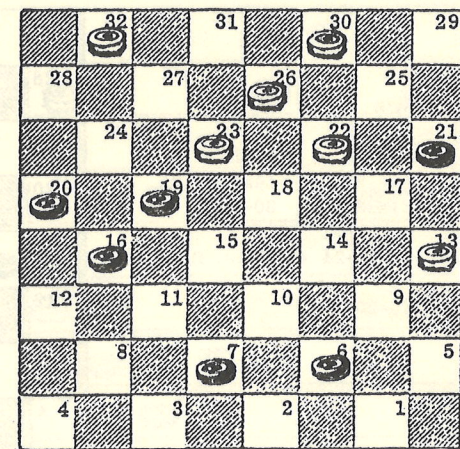
Diag. 115



B-M & Win

- 1) 9-13! 18x 9
- 2) 13x 6 21x14
- 3) 16-19 23x16
- 4) 20x 9 BW

Diag. 116



B-M & Win

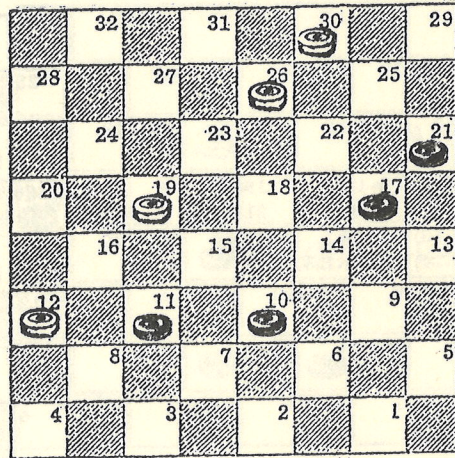
- 1) 6- 9! ...
- N--1) 20-24? or 19-24?/32-28!
- 1) ... 13x 6
- 2) 7-10! 6x24
- 3) 20x25 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 21

Diag. 117



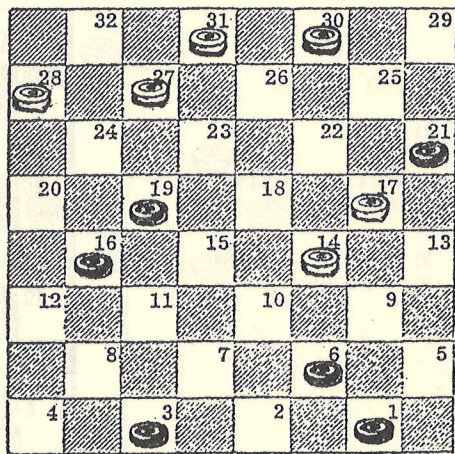
B-M & Win

1) 10-15! ...

N--1) 17-22?/26x17 2) 21x14/19-16
3) 11x20/12-8 4) 10-15/8-4
5) 14-18/30-26! Draw

- 1) ... 19x10
- 2) 17-22 26x17
- 3) 21x 7 30-26
- 4) 7-10 26-23
- 5) 10-15 BW

Diag. 118



B-M & Win

- 1) 19-23! 27x18
- 2) 6- 9 14x 5
- 3) 21x23 30-25

N--3) .../28-24 4) 16-20! BW

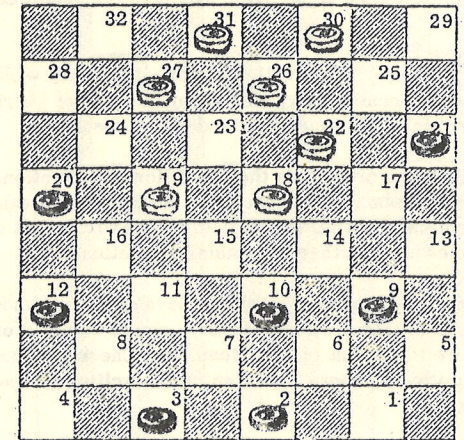
- 4) 16-20 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - A: Elementary Shot Principles (Continued)

GROUP - 21 (Continued)

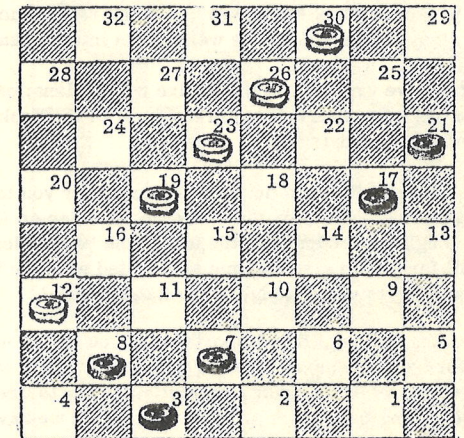
Diag. 119



B-M & Win

- 1) 12-16!! 19x12
- 2) 3- 8! 12x 3
- 3) 10-14 3x17
- 4) 21x32 22-17
- 5) 9-13 BW

Diag. 120



B-M & Win

1) 8-11!! ...

N--1) 17-22?/26x17 2) 21x14/30-26
3) 8-11/26-22 Draw

- 1) ... 23-18
- 2) 3-8!!! 12x10
- 3) 11-15!! 18x11
- 4) 17-22 26x17
- 5) 21x23 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing

In Section - A of this Chapter, we presented 120 diagrams and gave a reasonably thorough demonstration of elementary shot principles. Some of these shot principles also contained some basic and very important demonstrations of position play and timing.

In Section - B, we will deal almost entirely with position play and timing examples which, occasionally, will cover the "art of sacrifice" (giving away one or two of your men) in order to obtain the desired results.

Unlike the procedure that we followed in Section - A, we will not categorize any of the diagrams in this section. However, diagrams containing principles that have identical or similar characteristics will, most of the time, be grouped together as a means of further emphasizing relationships.

It is very necessary that you develop a good understanding of all the information given in this section because a comprehension of position play and timing is much more important in American Pool Checkers than a knowledge of shots although, admittedly, shots are often more exciting--especially to the beginner or junior player.

In presenting the very educational material in this book, here and there, we may be guilty of trying to teach on a level that is too high or too far out of the reach of the beginner or junior-ranked player. For the most part, though, we have made a diligent and determined effort to achieve as much clarity as is reasonably possible in presenting our "message". At any rate, much will depend on the proper method of study by the student as well as his interest and determination to improve.

Again, we urge you to memorize our explanation of symbols on Page 1 of this book and also our instructions in the front of the book on the proper and most beneficial method of studying.

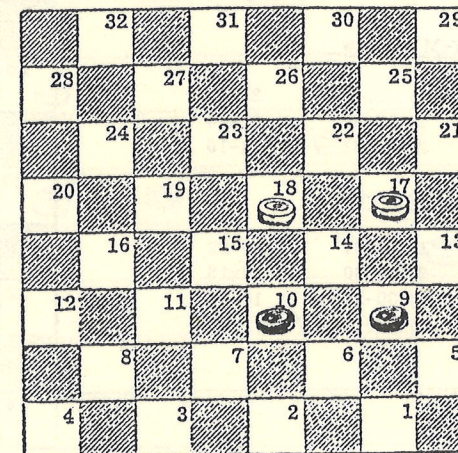
In addition, it would be very desirable for you to make an effort to memorize the numbering system on the board and develop an instinctive familiarity. Incidentally, although we recommend the use of the "numerical" numbering system, it might be well for you to also become acquainted with the "algebraic" system to facilitate your efforts when studying Russian material.

Needless to say, it is important for you to become thoroughly acquainted with the information demonstrated in this book as part of the learning process. From time to time, while studying or practicing, try to create problems that contain position and timing principles similar to the ones we have shown.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

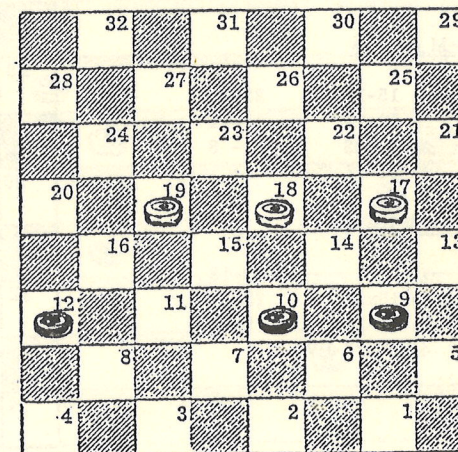
SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 121



This is considered to be a very simple "draw" position. Neither side can win this one no matter who moves first, Black or White.

Diag. 122



B-M & Draw

- 1) 9-13 18-15
- 2) 13x22 15x 6
- 3) 22-25 Draw

W-M & B to Draw

- 1) ... 17-13
- 2) 12-16! ...

N--2) 10-14 ?? /13x6 3) 14x16
.../6-1 WW

- 2) ... 19x12

N--2) .../13x15 3) 16x14 Draw

- 3) 10-14 13x 6
- 4) 14x23 Draw

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

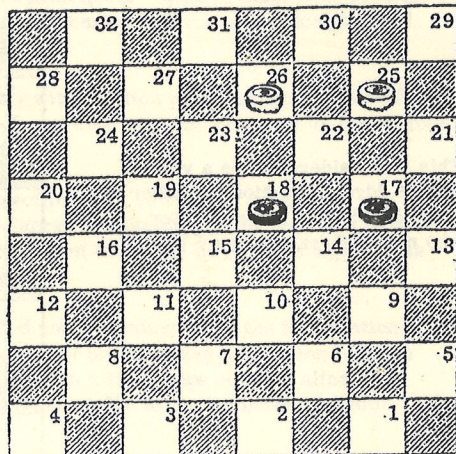
Diag. 123

W-M & Draw

- 1) ... 25-21
- 2) 18-22 21x14
- 3) 22x31 14-10 Draw

B-M & Win

- 1) 17-21 26-22
- 2) 21x30 22x15
- 3) 30-16! 15-10
- 4) 16- 2 BW



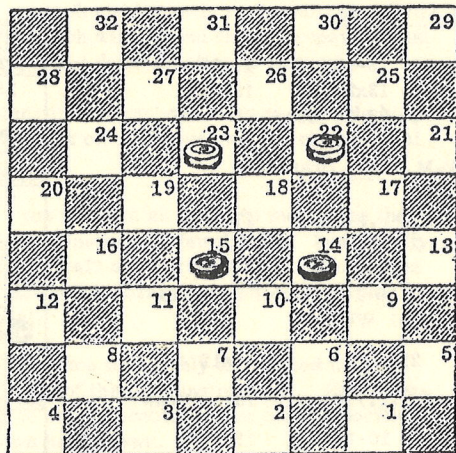
Diag. 124

B-M & Draw

- 1) 15-18 22x15
- 2) 14-17 15-11
- 3) 17-22 11- 8
- 4) 22-25 Draw

W-M & BW

- 1) ... 22-18
- 2) 15x22 23-19
- 3) 22-25 19-15
- 4) 25-29 BW



CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

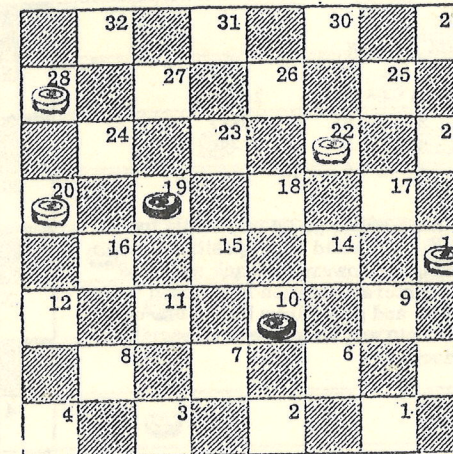
Diag. 125

B-M & Draw

- 1) 10-14! ...

Note that White has twice as many men as Black. In spite of the numerical superiority, White still cannot win because Black's position is too strong.

- 1) ... 13- 9
- 2) 14x 5 22-18
- 3) 5- 9 Draw



Diag. 126

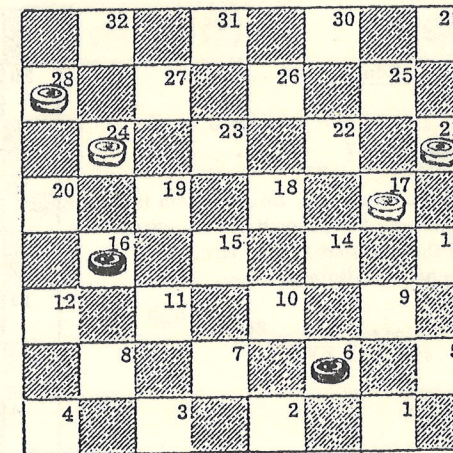
B-M & Draw

This, of course, is essentially the same kind of situation shown in the preceding diagram.

- 1) 6- 9! 17-13
- 2) 9-14 ...

N--2) 16-20??/13x6 3) 20x27 .../28-24 WW

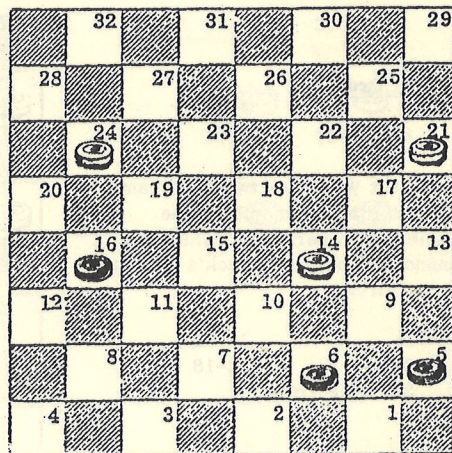
- 2) ... 24-20
- 3) 16-19 Draw



CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 127

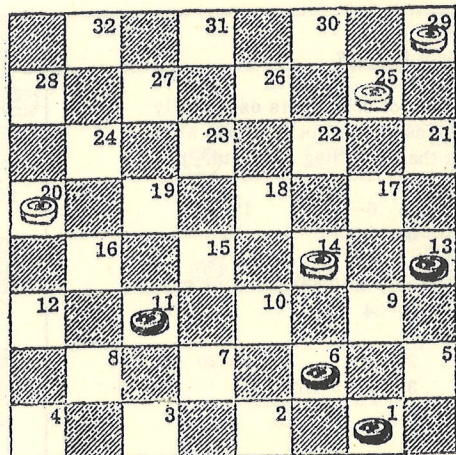


B-M & Draw

- 1) 6- 9 14-10
- 2) 9-14! 10x17
- 3) 5- 9 24-20
- 4) 16-19 Draw

At the beginning, as can easily be seen, White had some positional advantage. However, Black was able to counteract this (on his second move) and get a draw by the use of a simple and very effective sacrifice principle.

Diag. 128



B-M & Win

- 1) 6- 9!! 14x 5
- 2) 13-17 ...

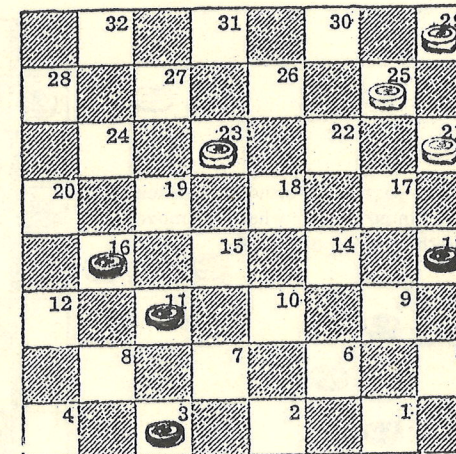
In some respects, this problem is similar to the preceding one, except for the fact that Black, now, can win by sacrificing.

- 2) ... 25-21
- 3) 17-22 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

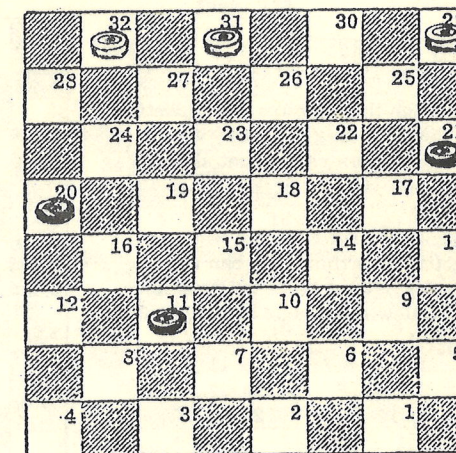
Diag. 129



B-M & Win

- 1) 13-17!! 21x14
- 2) 16-19! 23x 7
- 3) 3x17 25-21
- 4) 17-22 BW

Diag. 130



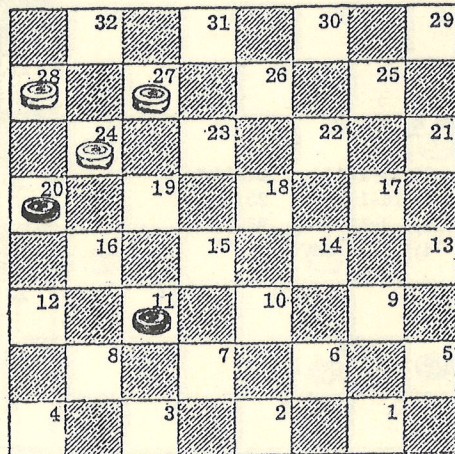
B-M & Win

- 1) 20-24!! 32-28
- 2) 24-27 31x24
- 3) 11-16! 24-20
- 4) 16-19 28-24
- 5) 19x28 20-16
- 6) 28-32 16-11
- 7) 32-14! 11- 8
- N--7) .../29-25 8) 21x30/11-8
- 9) 30-25!/8-3 10) 25-21 BW
- 8) 14-18 8- 3
- N--8) .../8-4 9) 18-22 BW
- 9) 18-14 3x17
- 10) 21x14 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

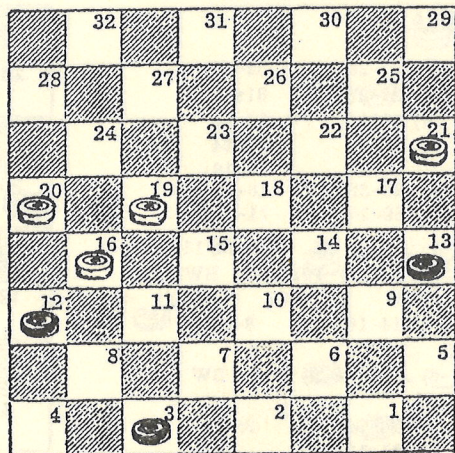
Diag. 131



B-M & Win

In this particular situation, Black will win no matter where he moves --either 11-15 or 11-16.

Diag. 132



B-M & Win

Although this appears to be identical to the preceding diagram, we are dealing with a related but slightly different situation.

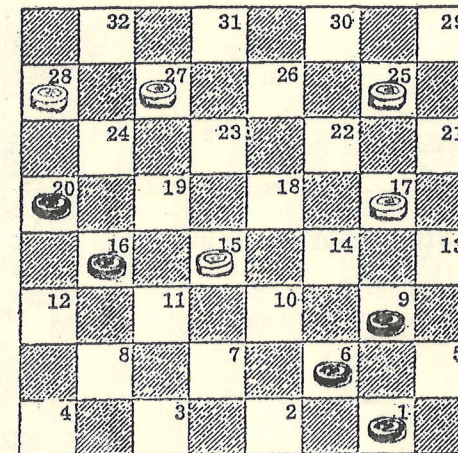
Black does not have two winning choices this time. He can win by moving 3-7 but he will lose in the following manner by moving 3-8.

- 1) 3- 8 16-11
- 2) 8x24 20x27
- 3) 12-16 27-24 WW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 133



B-M & Win

- 1) 16-19!! 15x24
- 2) 9-14! 17x10
- 3) 6x15 ...

Black has sacrificed one of his men in order to gain a winning positional advantage.

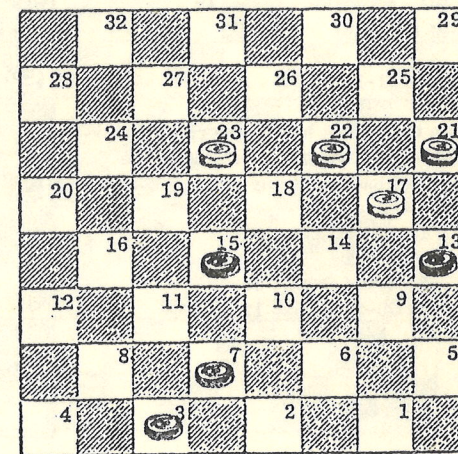
- 3) ... 25-22
- 4) 1- 6 22-17

N--4) .../22-18 5) 15x22/24-19
6) 22-25/19-15 7) 25-29 BW

- 5) 6-10 BW

N--5) 6-9?/27-23! 6) 20x18
.../17-14 Draw

Diag. 134



B-M & Win

This problem is very similar to the ones demonstrated in the three preceding diagrams. We have just moved the problem over to the other side of the board.

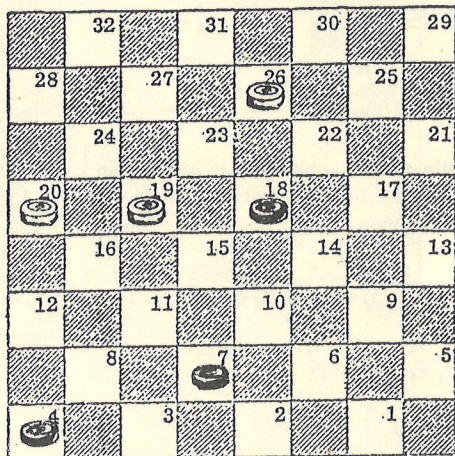
- 1) 15-19!! 23x16
- 2) 7-11 16x 7
- 3) 3x10 BW

As we have mentioned before, a sacrifice is occasionally necessary to accomplish your goal.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

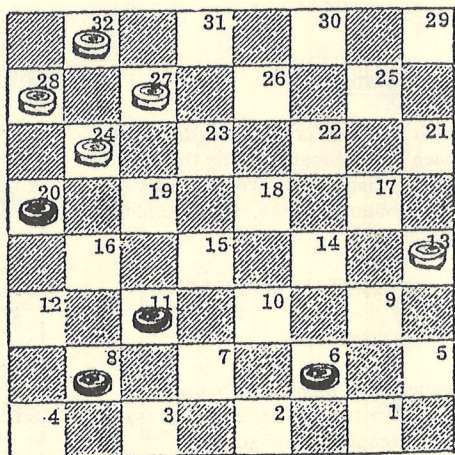
Diag. 135



B-M & Win

- 1) 4- 8! 19-16
- N--1) .../20-16 2) 8-12 BW
- 2) 18-23!! 26x19
- 3) 8-12 BW

Diag. 136



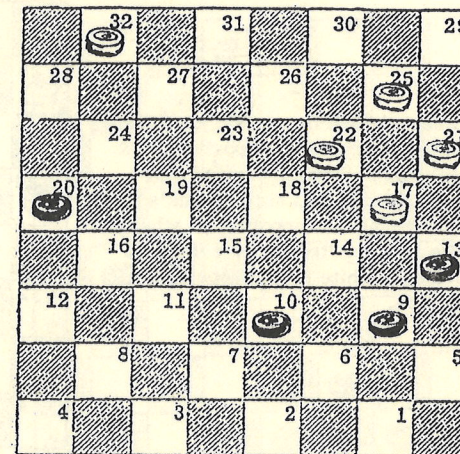
B-M & Win

- 1) 11-15! ...
- Note that Black has an overpowering positional advantage even though he does not have as many men as White.
- 1) ... 24-19
 - 2) 15x31 32-27
 - 3) 31x24 28x19
 - 4) 20-24! 19x28
 - 5) 8-11 BW

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

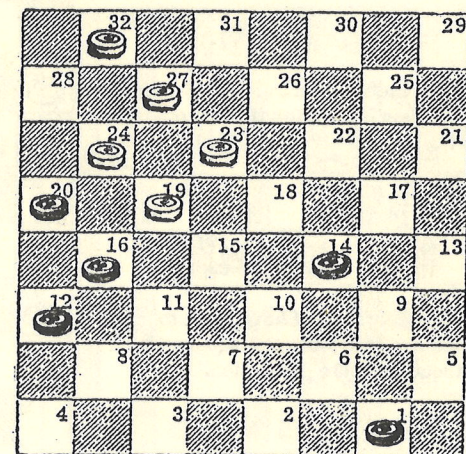
Diag. 137



W-M & Draw

- 1) ... 17-14
- N--1) .../32-27 2) 9-14/27-23
- 3) 20-24 BW
- 2) 10x26 ...
- N--2) 9x18/22x6 WW
- 2) ... 25-22
- 3) 26x17 21x 5
- 4) 13-17 5- 1
- 5) 20-24 ...
- N--5) 17-22?? ((17-21!))/1-15!
- 6) 22-26/15-24! 7) 20x27/32x30 WW
- 5) ... 1x28
- 6) 17-22 Draw

Diag. 138



W-M & BW

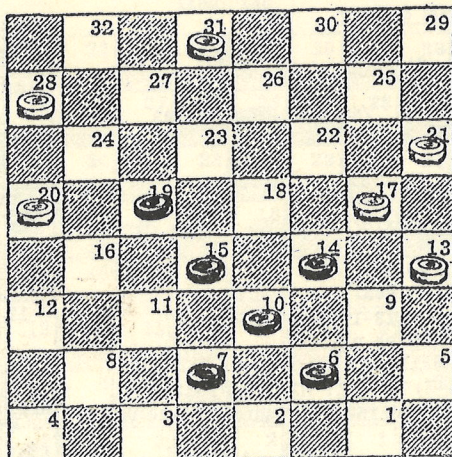
- 1) ... 19-15
- N--1) .../23-18 2) 16x23!/18x9
- 3) 1-5!/27x18 4) 5x23 BW
- 2) 16-19 23x16
- 3) 20x18 24-19
- 4) 18-22 19-15
- 5) 22-25 BW

Note how all five of White's men were controlled by only three of Black's men from the beginning.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

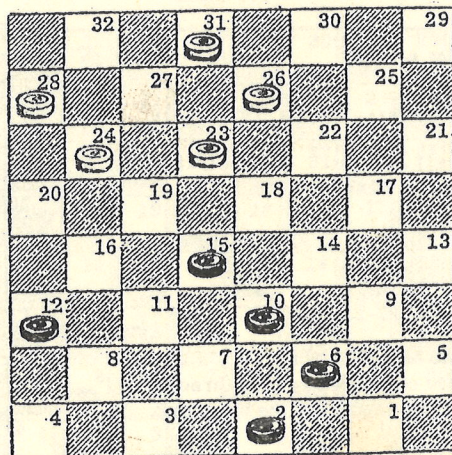
SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 139



Presented here is an ideal example of a perfectly balanced position by Black and a very imbalanced position by White. All six of Black's men are able to support each other while White's "troops" are divided. Obviously, White is in a hopeless situation.

Diag. 140



1) 15-19?? (2-7!) ...

This is the worst move Black could have taken except for the two other losing moves--12-16 or 15-18.

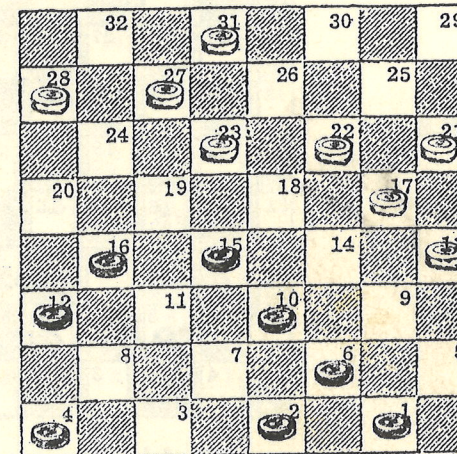
- 1) ... 24x15
- 2) 10x19 23x16
- 3) 12x19 31-27!
- 4) 2- 7 27-23 WW

Black never should have tried to place one of his men on square 19 without adequate protection.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 141

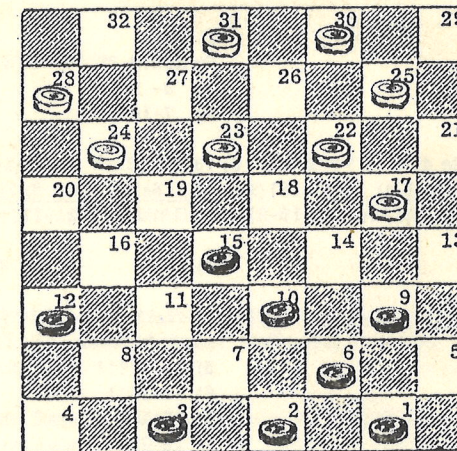


- 1) 16-19? 23x16
- 2) 12x19 22-18!
- 3) 15x22 17x26
- 4) 4- 8 27-23
- 5) 8-12 23x16
- 6) 12x19 31-27!
- 7) 2- 7 27-23

White has a strong advantage.

As can be seen, Black has made the mistake again of placing one of his men on square 19 without protection.

Diag. 142



Black has reasonably good position at this point but he is going to make the same mistake he made in the previous two diagrams.

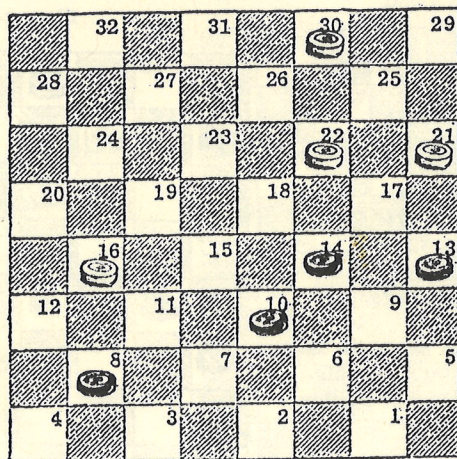
- 1) 15-19?? 23x16!
- 2) 12x19 24x15
- 3) 10x19 17-14
- 4) 9x18 22x24 WW

Whenever advancing or attacking, never place any of your men in jeopardy as Black has done.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 143



B-M & Draw

1) 8-11 ...

Note 1) 13-17??/22x13 2) 8-11/16x7 3) 10x3/21-17 4) 14x21/13-9 5) 3-7/9-6 WW

- 1) ... 16x 7
- 2) 10x 3 30-26
- 3) 3- 7 26-23
- 4) 7-10! ...

Note 4) 7-11??/23-19 5) 13-17/22x13 6) 14-18/19-15!! ((N--6) .../21-17?
7) 11-15!)) 7) 11-16! ((N--7) 18-23/15x8 8) 23-27/13-9 WW) 7) .../15x22
8) 16-19/13-9 9) 19-23/9-5 10) 23-27/21-17!! WW

4) ... 22-18

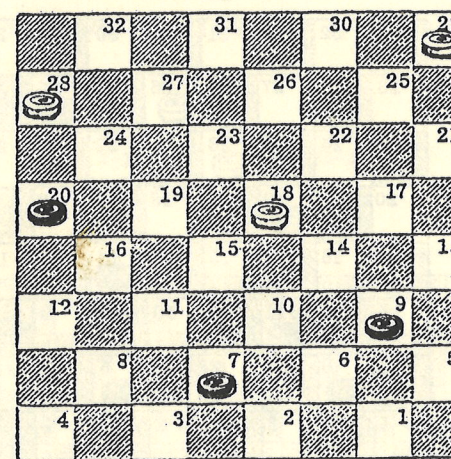
Note 4) .../23-19 5) 13-17/22x13 6) 14-18/21-17 7) 10-14/17x10 8) 18-22 Draw

- 5) 13-17!!! 18x 9
- 6) 10-15!!! 21x14
- 7) 15-18 23-19
- 8) 18-22 19-15
- 9) 22-25 Draw

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 144



B-M & Win

1) 7-10!! ...

Note 1) 7-11?/29-25 2) 11-16/25-22 3) 16-19/22-17 Draw

Note 1) 9-13??/18-15! WW

- 1) ... 29-25
- 2) 9-13 25-21 (25-22)
- 3) 10-14 18x 9
- 4) 13x 6 21-17
- 5) 6- 9 BW

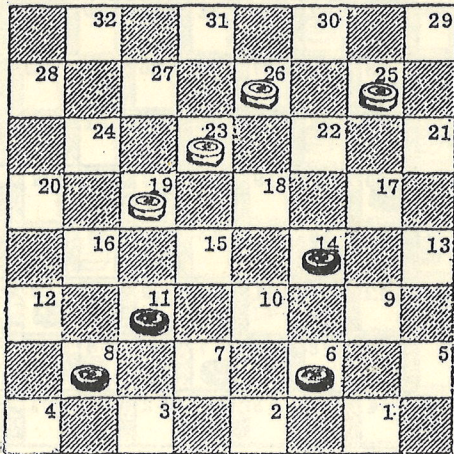
At the start, Black realized that he did not have the move on White. He could have made an unwise decision by moving 7-11, as indicated above. Following that path, of course, would have resulted in an easy draw.

Black analyzed the situation carefully and found that he could use a very basic principle to develop a positional situation where he could force a jump in order to change the timing.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 145



B-M & Win (?)

Black will win this one because White will overlook his only draw. The problem shown here leads to a basic principle demonstrated in Diagram 124 in an even more practical context. Several other variations are given along the way because of interesting interrelationships.

- 1) 6-10, 25-22??

Note 1) .../25-21?? To see how White loses with this move, see Diagram 146, starting with the third move by White.

Note 1) .../26-22!! This is White's only way to get a draw! N--2) 11-15/19-16
3) 8-12/16-11 4) 15x8/22-18 Draw

- 2) 11-15 19-16
- 3) 8-11 ...

Note 3) 8-12?/16-11! 4) 15x8/22-18! 5) 14-17/18-14! 6) 10-15/14x21 Draw

- 3) ... 16x 7
- 4) 10x 3 22-17
- 5) 14x21 26-22
- 6) 21-25!! ...

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

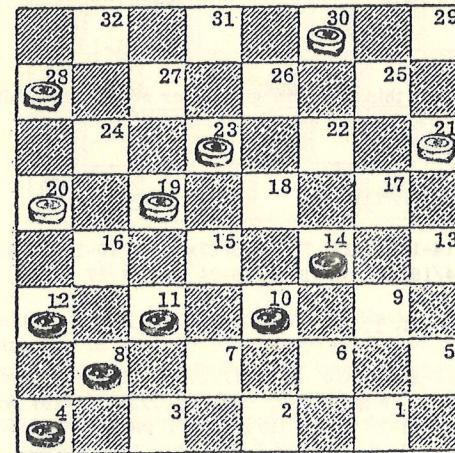
SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 145 (Continued)

Note 6) 3-7?/23-18 7) 15-19/18-14 8) 19-23/14-9 9) 23-27/9-5 10) 27-31/5-1!
11) 31x17/1-15 Draw

- 6) ... 22x29
- 7) 3- 7! 29-25
- 8) 7-10 25-22
- 9) 10-14 BW

Diag. 146



B-M & Win

Black will win this one by the application of two basic shot principles, one of which he will use immediately and the other at a strategic time near the end. A slight similarity between this problem and the preceding one will develop.

- 1) 11-16!! ...

Note that Black has started with a very simple "Group 8" shot.

Note 1) 11-15??/20-16! 2) 15x24/28x19 3) 8-11/16x7 4) 10x3/30-26 5) 4-8/26-22
6) 8-11/22-18 WW

We will now look at another winning variation for White, starting with this same note.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 146 (Notes continued)

Note 1) 11-15??/20-16! 2) 15x24/28x19 3) 10-15/19x17 4) 12x26/30x23 5) 8-11
 .../17-14 6) 11-16/14-10 WW

- | | |
|---------|-------|
| 1) ... | 20x11 |
| 2) 8x24 | 28x19 |
| 3) 4- 8 | 30-26 |
| 4) 8-11 | ... |

The similarity between the positions shown at this point (especially, White's position) and that in the preceding diagram should be quite apparent.

- | | |
|--------|--------|
| 4) ... | 19-16! |
|--------|--------|

Note 4) .../19-16! Indeed, this is a strong move or attempt by White in a losing cause.

Note 4) .../26-22 5) 11-15 BW

- | | |
|-----------|-------|
| 5) 11x20! | 26-22 |
|-----------|-------|

Note 5) .../23-19 6) 14-18/26-22 7) 18x25/21x30 8) 10-14/30-25 (N--8) .../19-15
 9) 12-16 BW) 9) 20-24/19x28 10) 12-16/28-24 11) 14-17 BW

- | | |
|------------|-------|
| 6) 12-16!! | 22-18 |
|------------|-------|

Note 6) .../22-17 7) 16-19!/23x16 8) 20x11/17-13 9) 11-15 Notice the timing principle Black is developing for a quick win. N--9) .../21-17 10) 14x21/13-9
 11) 21-25!/9-5 12) 25-29/5-1 13) 15-18/1x22 14) 29x18 BW

Now we will resume with the main line of play and watch how Black proceeds with a "Group 20" shot.

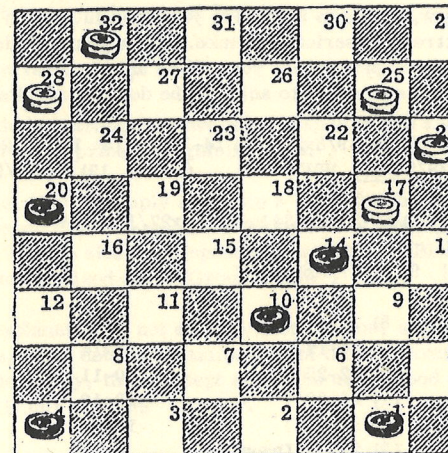
- | | |
|-------------|-------|
| 7) 14-17!!! | 21x 7 |
| 8) 16-19! | 23x16 |
| 9) 20x 2 | 18-15 |
| 10) 2- 7 BW | |

In the following diagram, Black tried to improve or build up his already strong center board position in a very unwise manner. He made an almost fatal mistake and, as a result, he had to fight hard for his draw by using a brilliant double sacrifice principle.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 147



B-M (1-6?) & Draw

- | | |
|----------|-----|
| 1) 1- 6? | ... |
|----------|-----|

Note 1) 4-8! As indicated, this is a strong move for Black. In fact, it is his only logical move. Ordinarily, in positions of this type (with your men on squares 10 and 14), the man on square 1 should remain there for timing reasons and also for the purpose of furnishing protection for the man on square 14. At any rate, by moving from square 1 to square 6, Black has surrendered the good positional advantage he enjoyed over White. Now, White has a much stronger position than Black and an almost winning advantage.

- | | |
|-------------|---------------|
| 1) ... | 28-24!! |
| 2) 20x27 | 32x23 |
| 3) 4- 8 | 25-22! |
| 4) 8-11 | 22-18! |
| 5) 6- 9 | 17-13 |
| 6) 10-15 | 13x 6 |
| 7) 15x22 | 6- 2!! (6-1?) |
| 8) 11-16!!! | ... |

Black has made the correct move that will lead to a double sacrifice. As a matter of fact it was the only move he could have made to get a draw.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 147 (Notes continued)

As we will indicate below, trying to hold on to your men in certain kinds of difficult situations can be an extremely serious mistake. After you have developed a good understanding of "sacrifice" principles, you will be able to determine very often when to give away your men in order to achieve the desired results.

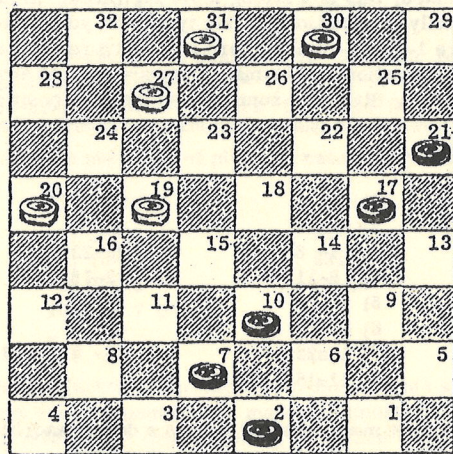
Note 8) 11-15??/2-6!! 9) 15-19/6x24 10) 14-17/21x14 11) 22-25/23-18!!
12) 25-30 (N--12) 25-29/24-15! WW) 12) .../14-9! 13) 30-21/9-5 WW

Note 8) 11-15??/2-6!! 9) 15-18/6-13!! 10) 18x27/13x24 WW

Note 8) 11-15??/2-6!! 9) 14-17/6x19 WW

- 8) ... 2x20
- 9) 14-17! 21x14
- 10) 22-25 20-11
- 11) 25-30!! 23-18
- 12) 30-21!! 14- 9
- 13) 21-14 Draw

Diag. 148



W-M & B to Draw

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 148: W-M & B to Draw (Continued)

The following is another very educational lesson in the "art of sacrificing".

- 1) ... 19-15!!

Note: White has made his strongest move for a chance to win and is using a basic "Group 2=31W" shot principle against Black.

In other words, this is simply a "Group 2" shot that has been moved to White's side of the board. Therefore, since White is now playing the shot and since square 31 on White's side corresponds to square 2 on Black's side, the shot is called (or categorized as) a "Group 2=31W".

If the above explanation is not entirely clear to you, we suggest you read Page 3, again, for a detailed clarification of this new training or teaching concept. Incidentally, this concept should be understood before you proceed to Chapter III, our "Games" Chapter.

- 2) 10x19 27-23
- 3) 19x26 31x13
- 4) 2- 6!! ...

Note 4) 7-10??/13-9 5) 10-15/9-5 6) 15-18/5-1 7) 2-7 ((N--7) If 18-23, White will reply with 1-19! and if 18-22, then White will move 1-15!! and win) N--7) .. /1-19!
8) 7-11/19-26 WW

- 4) ... 20-16
- 5) 7-10!! (6-10?) 16-11
- 6) 10-14 11- 7!

Note 6) .../11-8 7) 14-18/8-4 8) 18-23/4-15 9) 23-27/15x1 10) 27-31/1-15
11) 31-27 Draw

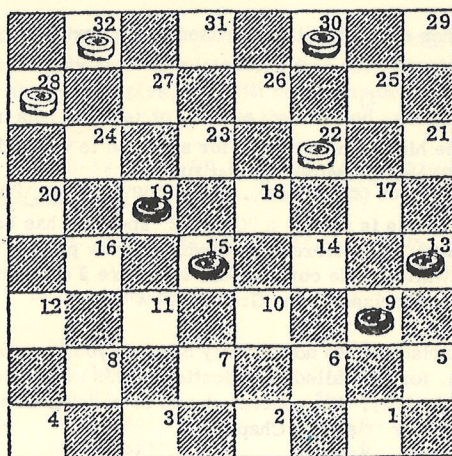
- 7) 14-18 7- 2!
- 8) 18-22!!! 2x 9
- 9) 22-26!! 30x23
- 10) 21-25 9-18
- 11) 25-30 Draw

The double sacrifice principle was used again in this problem with a different method of timing to get a draw. Unlike in Diagram 148, Black had to delay until near the end before making the sacrifice.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 149



B-M & Win

1) 19-23! ...

Note 1) 9-14?/32-27 2) 14-18/30-25 3) 19-23/27-24 4) 15-19/24x15 5) 18x11
.../28-24 Draw

1) ... 28-24!

Note 1) .../30-25? 2) 15-19!/25-21 3) 9-14 BW

2) 9-14 32-28

Note 2) .../24-20 3) 14-17!/20-16 4) 17x26/16-12 5) 26-31/12-8 6) 13-17/8-3
(N--6) .../8-4 7) 17-21 BW) 7) 17-22!!!/3-7 8) 31-20! BW

3) 14-17 24-19!

Note 3) .../24-20 4) 17x26/20-16 5) 26-31!/16-12 6) 15-19/12-8 or 30-25
7) 19-24 BW

4) 23x16!! ...

Note 4) - See Page 85

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 149 - Notes (Continued)

Note 4) 17x26/19x10 5) 26-31/10-6 6) 23-27/28-24!! 7) 27x20/6-1 8) 31-22/30-26!
9) 22x31/1-15 Draw

4) ... 28-24!
5) 17x26 30x23

Note: White has made a desperate and futile attempt to bring up the draw principle demonstrated in Diagrams 121 and 122 on Page 65. White has been deceived at this point because his position and the position shown on Page 65 are similar, to be sure, but not identical. Black will now take advantage of this fact and overpower White.

6) 13-17!!! 24-20
7) 17-21!!! 20x18
8) 21-25 18-15

Note 8) .../18-14 9) 25-30!/23-18 10) 30-25 BW

Note: This is a very important timing principle. It should be studied and understood very thoroughly since it is the end result in many different variations, and not necessarily in the manner we have shown here.

9) 25-30! 23-18
10) 30-25! 18-14
11) 25x11 14- 9
12) 11-15! 9- 5
13) 15- 1 BW

There is a striking similarity between the problem shown in Diagram 149 and the one shown in the following diagram but that similarity applies only to the positional arrangement at the start. As a matter of fact, White's position is exactly identical in both diagrams.

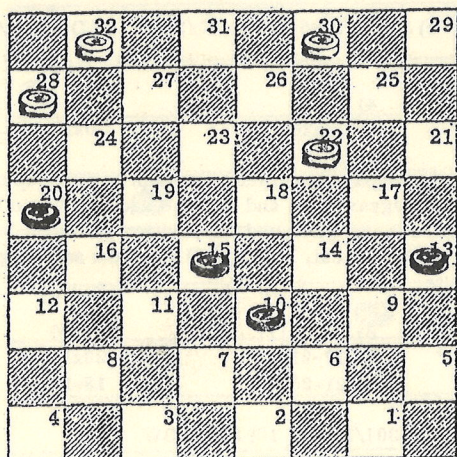
There are many very subtle and deceiving aspects in the amazing game of American Pool Checkers, and the problems shown in Diagram 149 and Diagram 150 are excellent illustrations of that point.

As you will see, in spite of the similarity, the two problems are almost entirely different and involve the use of principles that are unrelated.

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 150



B-M & Win

1) 20-24! ...

Note 1) 10-14? or 15-19? Black cannot force a win with either of these moves.

- 1) ... 28x19
- 2) 15x24 30-25!

Note 2) .../22-18 3) 10-14!/18x9 4) 13x6/30-26 5) 6-10 BW

Note 2) .../30-26 3) 10-14!/26-23 4) 14-17!! ((N-4) 24-27?/23-18!! 5) 14x23 .../22-18! 6) 23x14/32x23 Draw)) N--4) .../22-18 5) 24-27/23-19 6) 27-31 .../19-16 ((N-6) .../19-15 7) 31-24/15-11 8) 24-15 BW)) N--7) 31-20!/16-12 8) 20-11 BW

- 3) 10-14! 25-21
- 4) 24-28 21-17
- 5) 14x21 22-18
- 6) 21-25 18-15

Black realizes that he cannot prevent White from getting to the king row, and White knows that, ordinarily, a draw is probable if he can get a king while he has one of

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 150 (Note continued)

Black's men locked (for all practical purposes) on square 28. Black, however, has made preparations to use an important principle. The principle is: Whenever you are faced with a difficult or seemingly impossible situation, be sure that all of your men (or as many as necessary) are working for you.

In connection with the advice given above, watch how brilliantly and efficiently Black wins.

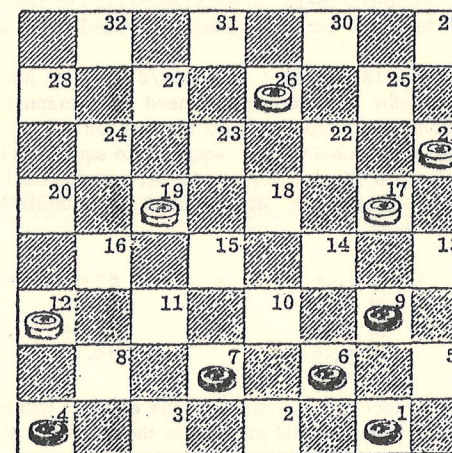
- 7) 25-29!! 15-10
- 8) 29-11! 10- 6
- 9) 11-15!!! 6- 1

Note 9) .../6-2 10) 15-6!/2x9 11) 13x6 BW

- 10) 15-19! 1x24
- 11) 28x19 BW

This is the last problem in Section - B and may well be one of the most educational in the entire section.

Diag. 151



B-M & Win

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timine (Continued)

Diag. 151 (Continued)

1) 4- 8! ...

You will note that Black is employing a very elementary "Group 6" shot principle in order to gain a strong positional advantage. It might appear that Black will have a relatively easy time winning this one but, as you will see, that is not the case. Actually, Black will have to work very hard to win this one.

Note 1) 7-11?/17-13!! ((12-8??)) 2) 9-14/12-8! 3) 11-16/19x12 4) 4x11/26-23 5) 6-10/23-19 6) 1-6, 11-16 or 14-18 by Black cannot win. White will move 19-16! and get a draw.

Note 1) 7-11?/17-13!! 2) 11-15/19x10 3) 6x15/13x6 4) 1x10/26-22! ((N--4) 21-17 5) 15-18! BW) N--5) 10-14/22-17 6) 14-18/17-13 Draw

1) ... 12x10
2) 6x24 26-23

Note 2) .../26-22 3) 24-27/22-18 4) 27-31/18-15 5) 31x13/15-11 6) 9-14/11-7 ((N--6) .../11-8 7) 13-22!! BW) N--7) 13-2!/7-3 8) 2-13! BW

3) 9-13!!! ...

Note 3) 24-28?/23-18 4) 28-32/18-15 5) 9-13!/15-11!! 6) 13x22/11-8 7) 32-18 .../8-4! 8) 1-6?? (Black must move his king.) .../21-17! 9) 22x13/4x22 WW

Note 3) 24-28?/23-18 4) 9-13!/18-15!! 5) 13x22/21-17! 6) 22x13/15-11 7) 28-32 .../11-8 8) 32-18/8-3 Draw (White does not need the "Mason Line" to draw in a situation like this. Since Black forced him off the "Mason", he can draw by occupying the "Car Track" (the diagonal running from square 3 to square 21) to prevent Black's single men from crossing. If Black forces White off that diagonal, then of course he will occupy the "Mason". At any rate, Black cannot get to White's king row with his single men.)

3) ... 17-14
4) 24-28 23-19
5) 28-32 14-10
6) 32-28!! 19-15!

On occasions, in order to accomplish your goal (for either a win or a draw), you must analyze the situation very carefully and proceed in the following manner:

CHAPTER I: A Study of Elementary Principles of Shots, Position Play and Timing

SECTION - B: Principles of Position Play and Timing (Continued)

Diag. 151 (Note continued)

No. 1 -- You must use your king as skillfully as possible (as Black is doing in this problem).

No. 2 -- You must figure out a way to use your single man (or men-- whatever the case may be) to work for you by assisting your king.

No. 3 -- You must also figure out a way to force one of your opponent's men to actually work for you! (As you can see, No. 3 goes a step further than the advice given in the problem in Diagram 150.

To emphasize the above point further, you must remember this: If, at first, you do not see a way to win or draw (as the case may be) in a given situation, then determine whether you have received the full support of all of your "troops". If this support is still not enough to accomplish the desired results, then do as Black is going to do, so very skillfully and brilliantly, in this situation.

- 7) 1- 5!!! 15-11
8) 28x 1 11- 8
9) 1-15!! 8- 3
10) 5- 9! 3-12
11) 15- 8! 12x 3
12) 9-14 3x17
13) 13x22 BW

* * * * *

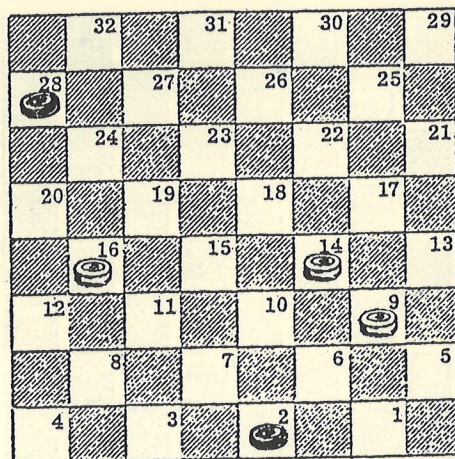
THIS IS THE END OF CHAPTER I

* * * * *

CHAPTER II: The Power of the King

SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Diag. 154



B-M & Draw

1) 2- 6!! ...

Note 1) 28-32??/9-5 WW

Note 1) 2-7??/9-5! ((.../16-12?)) 2) 7-10!/14x7 3) 28-32/7-3!! 4) 32-28 ((32-18 .../3-14!)) N--4) .../5-1 5) 28-32/3-8 WW

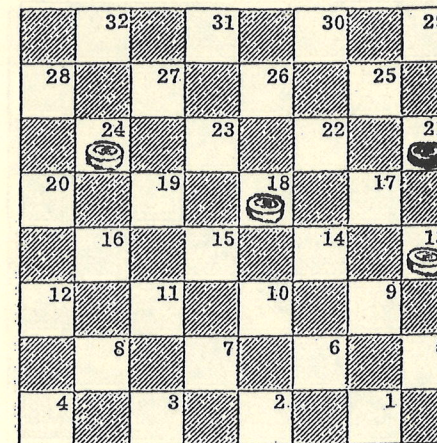
- | | |
|---------------|------------------|
| 1) ... | 9x 2 |
| 2) 28-32 | 2- 9 |
| 3) 32-23!! | 16-11 (or 16-12) |
| 4) 23-30! | 11- 8 |
| 5) 30-25!! | 8- 4 |
| 6) 25-21 Draw | |

In Diagram 155, neither side has a king. Black would appear to be at a very serious disadvantage since there is no way he can take control of the "Mason", the line he desperately needs in order to get a draw. Black is going to use a splendid timing principle here that will enable him to capture one of White's men and then, of course, the game will immediately result in a draw.

CHAPTER II: The Power of the King

SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Diag. 155



B-M & Draw

1) 21-25 24-19!

Note: White had to move 24-19 to keep from being forced to surrender the "Mason" to Black.

2) 25-30!! ...

Note 2) 25-29??/19-15! White will win because Black will not be able to dislodge him from the "Mason".

2) ... 19-15
3) 30-21!! 15-11

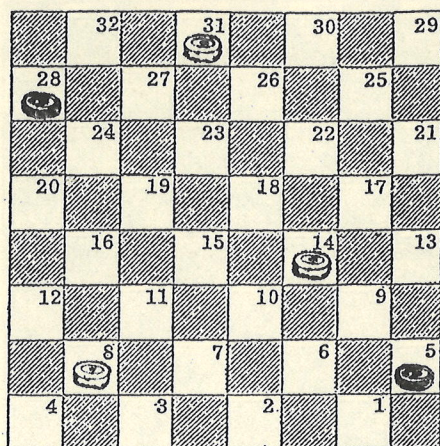
Note 3) .../13-9 4) 21-14! Draw

4) 21-25!! 18-15
5) 25-22!! 13- 9
6) 22-13! 9- 5
7) 13- 6 Draw

CHAPTER II: The Power of the King

SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Diag. 156



B-M & Draw

- 1) 28-32 14-10
- 2) 5- 9!! 10- 7

Note 2) .../8-4? 3) 9-14!/10x17 4) 32-5 Draw (Complete details on how to play this kind of draw are given in Diagram 157, the next diagram.)

- 3) 32-14!!! 7- 3

Note 3) .../7-2 4) 14-18!/2x13 5) 18x4 Draw

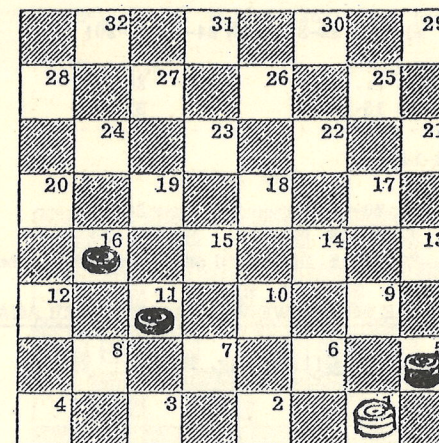
- 4) 14-21!!! 8- 4
- 5) 9-14 3x17
- 6) 21x14 Draw

The draw shown in the following diagram (Diagram 157) is, without question, one of the most interesting and deceptive of all of the commonly known draws. We have discovered, through experience, that many "Top Masters" do not thoroughly understand how to play this draw. Needless to say, this is one draw that all students should study over and over again until they have mastered it.

CHAPTER II: The Power of the King

SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Diag. 157



B-M & Win!!

W-M & Draw!!

As indicated above, Black can win if it is his move but if it is White's move the game is a draw!

We will examine this game from both sides--with Black moving first and then with White moving first.

Black will now move first and win:

- 1) 16-20! 1-19!

Note 1) .../1-6 2) 5-1!/6-13 ((.../6-28??)) 3) 1-6/13x16 4) 20x11 BW

Note 1) .../1-10 2) 5-1!/10-3 ((.../10-17 3) 1-10!)) 3) 20-24! Black can now proceed to get two more kings and force a win with "The Special". We explain how to play "The Special" in Section B of this chapter--Diagram 163.

Note 1) .../1-28 2) 5-1/28-32 3) 11-15! Again, Black will "crown" his two single men and win.

- 2) 5- 1 19-26
- 3) 1-15!! ...

CHAPTER II: The Power of the King

SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Notes on Diag. 157 - Black to Move and Win (Continued)

Note 3) 20-24?/26-22!! 4) 1-15/22-31!! 5) 24-28/31-20! Draw

- 3) ... 26-31
- 4) 15-18!! 31-26

Note 4) .../31-17 5) 18-14! BW

- 5) 20-24! 26-31
- 6) 24-28 31-20
- 7) 11-15 Black will easily win with three kings.

NOW, TURN BACK TO PAGE 95 AND WE WILL START OVER AGAIN!

White will now move first and Draw!!! (Diag. 157)

- 1) ... 1-24!!

Note 1) .../1-6?? 2) 5-1/6-13 3) 1-6/13x2 4) 16-20 BW

Note 1) .../1-28?? 2) 5-1/28-32 3) 11-15! Black will win with "The Special".

- 2) 5- 1 24-20!
- 3) 1- 6 20-31!
- 4) 6-10 ...

Note 4) 6-13/31-20?? 5) 13-31! BW

Note 4) 16-19/31-13! ((N--4) .../31-26?? 5) 6-2!/26x7 6) 2x11 BW) 5) 6-10 ((N--5) 6-15/13-2! Draw) N--5) .../13-26!! 6) 19-24/26-22! 7) 10-15/22-31!! 8) 24-28/31-20 Draw

- 4) ... 31-20
- 5) 10-15 20-31
- 6) 16-20 31-26!!
- 7) 20-24 ...

Note 7) 15-10/26-22! 8) 10-15/22-26! Draw

Note 7) 15-18/26-19! Draw

- 7) ... 26-31!!

CHAPTER II: The Power of the King

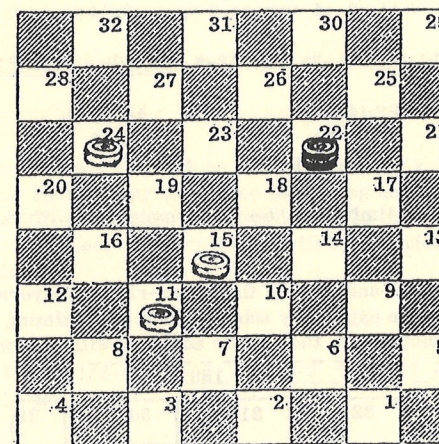
SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Notes on Diag. 157, the Second Version - White to Move and Draw (Continued)

Note 7) .../26-19?? 8) 15-1!/19x28 9) 11-15/28x10 10) 1x15 BW

- 8) 24-28 31-20 Draw

Diag. 158



B-M & Draw

Let us study the brilliant and ingenious draw that is popularly known as "Lane's Draw". Very few players, even our "Top Masters", fully understand how to play this draw in all its forms. We are presenting it here in one of its simplest forms.

- 1) 22-31! 24-20

Note 1) .../24-19? 2) 31-26 Draw

- 2) 31-22!! 20-16
- 3) 22-17! 11- 8

(Notes on Diagram 158 are continued on Page 98.)

CHAPTER II: The Power of the King

SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Notes on Diagram 158 - Black to Move and Draw (Continued)

Note 3) .../16-12 4) 17-3/11-8 5) 3-17/8-4 ((N--5) .../8-3 6) 17-22! Draw)
 6) 17-7/4-8 ((N--6) .../12-8 7) 7-3 Draw) 7) 7-11!!/4-8 8) 11x29/12-8
 9) 29-18/8-3 10) 18-32 Draw

4) 17- 7! 15-11

Note 4) .../16-12 5) 7-11! Draw

5) 7-14 8- 4

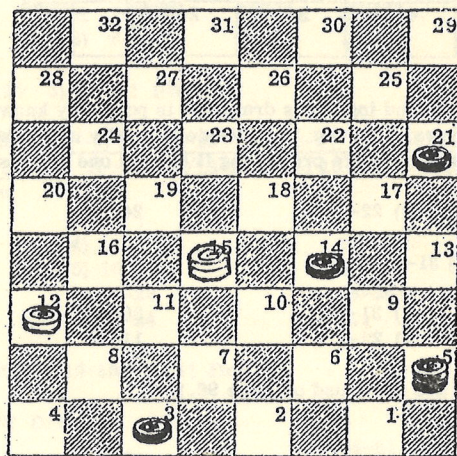
Note 5) .../16-12 6) 14-3!/8-4 7) 3-10/12-8 ((N--7) .../11-8?? 8) 10-3!))
 8) 10-3 Draw

6) 14- 3! 16-12
 7) 3-10 4- 8
 8) 10- 3 Draw

Study, again, the very fine timing (or "tempo") employed by Black to get such a sensational draw.

It is expected that beginners and most of the junior-ranked players will have some difficulty trying to grasp the extremely subtle principles of timing demonstrated; however, with a persistent effort, the results achieved will be rewarding.

Diag. 159



B-M & W to Draw

CHAPTER II: The Power of the King

SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Diagram 159 - Black to Move and White to Draw

1) 5- 1 15-29

Note 1) .../15-11?? 2) 3-7!!/11x2 3) 1-15/2-16 4) 21-25 Black will get two more kings to win.

2) 1-28 29- 4
 3) 28-19 4-29

Note 3) .../4-8?? 4) 19-16!/12x19 5) 3x12 BW

Note 3) .../4-22?? 4) 14-17!/22x13 5) 19-15! Black can now force a win.

4) 19- 1 29- 4!(29-8?? See Note 5, below.)

Note: Black cannot force a win although he really is making a determined effort, as can be seen. He is trying to develop the timing needed to put as much pressure as possible on White. In the process, he has set up several traps which White has avoided. White's timing will be superior, however, and the game will be drawn.

5) 3- 7 4-22!!

Note 5) .../4-8?? 6) 7-10!/8-4 ((N--6) .../ 8-3 7) 14-17 BW) 7) 21-25!/4x29
 8) 14-18/29x6 9) 1x15 BW

6) 14-17 ...

Note 6) 7-10/22-13! 7) 14-18/12-8 Draw

6) ... 22x13
 7) 1-15! ...

Note 7) 21-25?/12-8! Draw

7) ... 13- 2
 8) 7-10! ...

Note 8) 15-11?/12-8 Draw

8) ... 2-16!!

CHAPTER II: The Power of the King

SECTION - A: Basic Draws Involving the Use of Kings (Continued)

Notes on Diagram 159 - Black to Move and White to Draw (Continued)

9) 10-14 ...

Note 9) 21-25/16-30!! 10) 25-29/30-21! Draw

9) ... 16-23!

10) 14-17 ...

Note 10) 15-18/23-32 11) 21-25/12-8 Draw

10) ... 23-26

11) 15-22 26-31

12) 21-25 12- 8

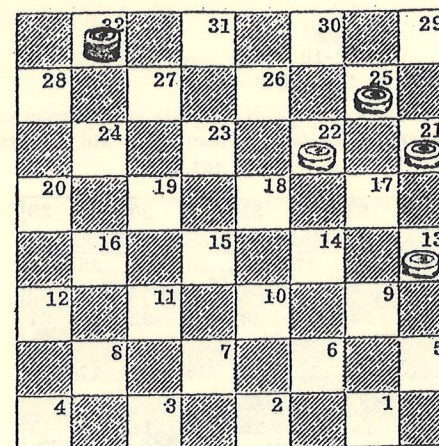
13) 22x 4 31x13 Draw

THE END OF SECTION A

CHAPTER II: The Power of the King - "HIS MAJESTY, THE KING"

SECTION - B: Basic Wins Involving the Use of Kings

Diag. 160



B-M & Win

In the above diagram, Black will have a very easy win by moving his king to the proper squares on the diagonal (as shown below). If only one of White's men could be transferred to either square 31, 30 or 26, the game would be a draw. If White only had three men behind that diagonal (mentioned above), it would not matter what squares they were on because Black would have a sure win. Diagram 160 simply shows just one of the rare cases where White's men happen to be in the worst possible position and, therefore, a loss is unavoidable.

- 1) 32- 5 22-17
- 2) 5-32 ...

Note 2) 5-18?/25-22! Draw

- 2) ... 25-22
- 3) 32-27! ...

Note 3) 32-5?/17-14 Draw

- 3) ... 17-14
- 4) 27x 5 21-17
- 5) 5-32 22-18

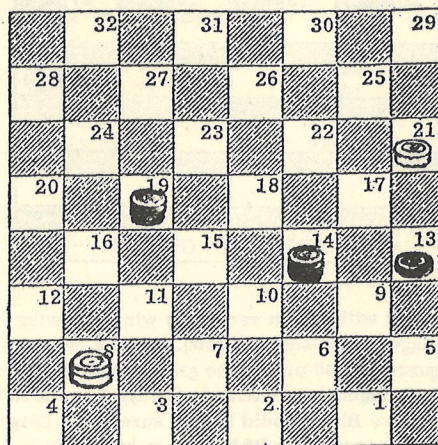
CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Notes on Diagram 160 - Black to Move and Win (Continued)

- 6) 32x21 13- 9
- 7) 21-10 9- 5
- 8) 10- 1 BW

Diag. 161



B-M & Win

- 1) 13-17!! 8- 4

Note 1) .../8-11?? 2) 14-5! BW

Note 1) .../8-12?? 2) 19-30!/12-3 ((.../12-8 3) 14-5!)) 3) 30-12! BW

Note 1) .../8-29 2) 19-1/29-4 3) 1-5!/4-29 4) 17-22 BW

- 2) 19- 6! ...

Note: This (19-6) is Black's "timing" move before he moves to square 1.

- 2) ... 4-29
- 3) 6- 1! 29- 4

CHAPTER II: The Power of the King

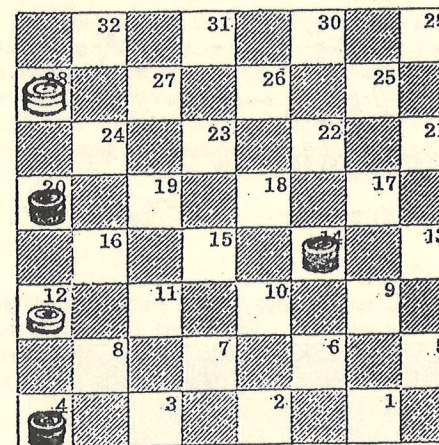
SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Notes on Diagram 161 - Black to Move and Win (Continued)

- 4) 1- 5! 4-29
- 5) 17-22 29x 9
- 6) 5x14 BW

We hope that it did not escape your attention that White made the fatal mistake, before the start, by not sacrificing his single man on square 21 immediately!

Diag. 162



B-M & Win

- 1) 14-32! 28- 1

Note 1) .../28-10 2) 32-28/10-3 3) 4-11/3-21 4) 28-10! or 11-25! BW

We will also show another way Black can win if White pursues the above line of play.

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Notes on Diagram 162 - Black to Move and Win (Continued)

Note 1) .../28-10 2) 32-28/10-21 ((N--2) .../10-17?? 3) 20-16! BW) 3) 4-25!!
 .../21x30 4) 28-19/30x16 5) 20x11 BW

Note 1) .../28-6 2) 32-28/6-13 ((N--2) .../6-1 3) 4-15!!) 3) 28-6!!/13x2
 4) 4-11/2x16 5) 20x11 BW

2) 32-28 1- 5

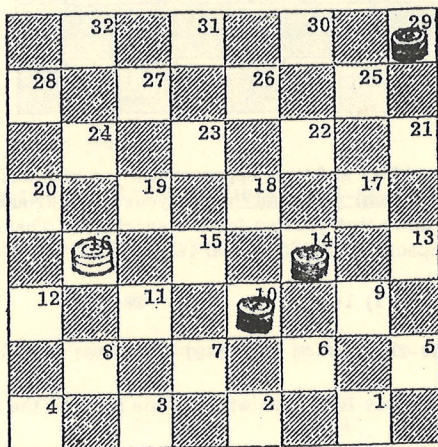
Note: Black will now develop the proper timing or "tempo" for the kind of win he is seeking.

3) 4-25 5-32
 4) 25-22 32- 5
 5) 22- 4! 5-32
 6) 28-19!! 32-28

Note 6) .../32-5 7) 4-18/5x16 8) 20x11 BW

7) 20-11!! 28x 8
 8) 4x11 BW

Diag. 163



"THE SPECIAL"

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Diagram 163 - "THE SPECIAL" - Black to Move and Win

There are many, many ways to win in American Pool Checkers with the use of kings and, without question, "The Special" is the most famous and popular. Mastering "The Special" is an absolute necessity for beginner and expert, alike.

Whenever the lone king is not on the "Mason Line" (the diagonal extending from square 4 to square 29), the three kings can force a win by using "The Special". Incidentally, the three kings must win before the lone king makes his 13th move (which includes any jumping the lone king does--and each jump is considered an actual move), otherwise, the game is a draw.

We are illustrating in Diagram 163 with the three kings in the proper preliminary position. It is important to mention that, whenever possible, you should avoid "crowning" your third king until you have secured the "double line" (the diagonals extending from square 1 to square 28 and square 5 to square 32). Of course, one of your kings must ALWAYS remain on the long diagonal, called "The Mason". The procedure we are suggesting will enable you to win with as few moves as possible which, in some situations, is absolutely necessary in order to keep your opponent from "counting out", or counting to 13.

1) 29-22! ...

Note: Black is forcing the lone White king on the "Oblong" (also known as "The Four Slide"--the diagonal extending from square 2 to square 20 or from square 13 to square 31). If White moves anywhere else, he will lose immediately. The moment the White king is forced on "The Oblong", then "The Special" is in its final stages.

1) ... 16- 2 (or 16-20)

Note 1) .../16-12?? 2) 22-8!/12x3 3) 14-21/3x14 4) 21x10 BW

Note 1) .../16-30?? 2) 22-25!/30x21 BW

2) 14-23! (10-19!) 2-13

Note: The three Black kings are now in the proper formation for the "coup de grace".

Note 2) .../2-20 3) 10-17/20-2 4) 23-9/2x13 5) 22-31/13x22 6) 31x13 BW

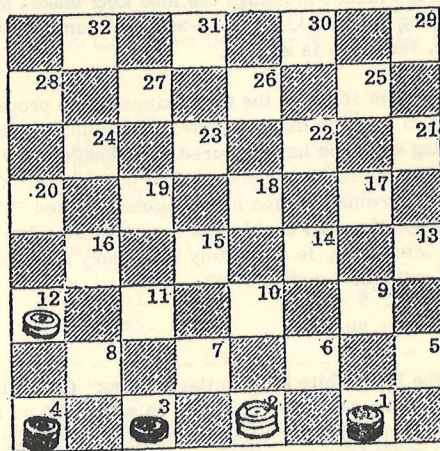
3) 10-17 13- 6
 4) 23- 9 BW

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

The problem shown in each of the following two diagrams is very popular also, but not nearly as popular as "The Special", although much more intricate. Both of the following diagrams (Diagrams 164 and 165) demonstrate the same problem with only Black's checkers in a different formation and we will refer to these diagrams as "Stage 1" and "Stage 2".

Diag. 164
("Stage 1")



B-M & Win

- 1) 1-24
- 2) 24-31
- 3) 31-20
- 4) 4-25!
- 5) 20-24
- 2-20
- 20- 2
- 2- 9
- 9-14
- 14-23

Note 5) .../14-21?? 6) 25-30!!/21-17 7) 24-10!/17x7 8) 3x10/12-8 9) 30-25 BW

Note 5) .../14-17?? 6) 24-10!/17x7 7) 3x10 BW

6) 3- 7! 23-26

Note 6) .../23-16?? 7) 24-20!/16x2 8) 25-11/2x16 9) 20x11 BW

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Notes on Diagram 164 ("Stage 1") — Black to Move and Win (Continued)

Note 6) .../23-30?? 7) 25-11!!!/30-26 8) 24-19!/26x16 9) 11x20/12-8 10) 7-11 .../8x15 11) 20-7 BW

Note 6) .../23-30?? 7) 25-11!!!/30-21 8) 24-10!!/21-30 9) 10-19/30x16 10) 11x20 BW

Note 6) .../23-14?? 7) 25-21/14x3 8) 24-10/3x14 9) 21x3 BW

7) 7-10 26-23

Note 7) .../26-17?? 8) 25-21! BW

Note 7) .../26-30? 8) 25-4!/30-23 9) 10-15!/23-19? 10) 24-28!/19-1 11) 4-15 .../1x19 12) 28x15 BW

Note 7) .../26-30 8) 25-4!/30-21 9) 10-15! Black can now proceed to get his third king for a relatively easy win.

8) 25- 4! 23- 9

Note 8) .../23-26? 9) 10-14! This is an easy win for Black when he gets the third king.

9) 10-15! 9-23
10) 24-28 23-27

Note 10) .../23-26 11) 15-18! Again, a win with three kings.

11) 15-19 Black "crowns" his third king and wins.

Many "Top Masters" have not mastered most of the important principles in the above problem. Many of them prefer the old method of winning by moving the Black single man from square 3 to square 7 and, then, to square 11--instead of to square 10 as we have done. Moving to square 11 certainly brings up an intriguing, highly intricate and fascinating line of play but, in our opinion, such a method is much too involved.

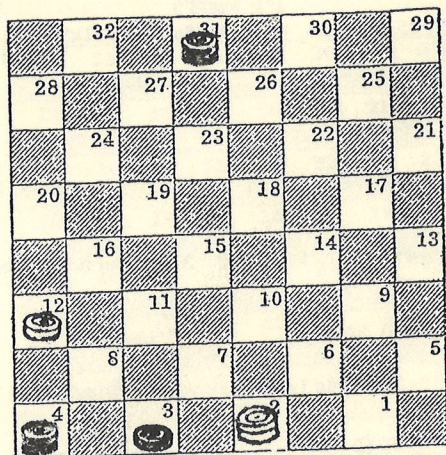
Of course, we are aware of the fact that the beginner (as well as many of the junior-ranked players) is not familiar with either method to which we have referred.

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

As we indicated on Page 106, the problems shown in Diagrams 164 and 165 are referred to as "Stage 1" and "Stage 2", respectively. Although the two problems are basically identical, the application of different principles (particularly, in the earlier stages) is required. We will now illustrate "Stage 2".

Diag. 165
("Stage 2")



B-M & Win

- 1) 31-20! 2- 6
- 2) 3- 7! 6-28

Note 2) .../6-1?? 3) 20-16!!/12x19 4) 7-10!/1x15 BW

- 3) 20-27! 28-19
- 4) 27-32 19-28
- 5) 4-18 28- 6

Note 5) .../28-1?? 6) 32-28 BW

- 6) 32-28 6-13
- 7) 18-25!! 13-26
- 8) 28-15 (7-10) 26-16 (26-17??)

Note 8) .../26-30 9) 25-21/30-23 10) 7-10 An easy win with three kings for Black.

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Notes on Diagram 165 ("Stage 2") - Black to Move and Win (Continued)

9) 7-10! ...

Note 9) 15-11?/16-20! 10) 25-21/12-8! Draw

9) ... 16-30!

Note 9) .../16-23 10) 25-30/23-32 11) 15-4! Another "three king" win.

Note 9) .../16-23 10) 25-30/23-27?? 11) 30-16!!/12x19 12) 15x31 BW

10) 25-21 ...

Note 10) 25-22?/30-21! Draw

10) ... 30-26

11) 15-18!!

Note 11) 10-14?/26-23! 12) 14-17/23-26 13) 15-22/26-31! 14) 21-30/12-8!
15) 22x4/31x13 Draw

11) ... 26-19
12) 10-14 19-30

Note 12) .../19-16?? 13) 18-11/16x17 14) 21x3 BW

Note 12) .../19-26 13) 21-30! Black will win with three kings.

13) 21-17 (14-17?) 30-21

Note 13) .../30-16?? 14) 18-8!!/12x3 15) 17-21/3x17 16) 21x20 BW

14) 18- 4! 21-30
15) 14-18 Black will win with
three kings.

We have supplied you with a lot of information here in a very detailed manner by the inclusion of highly educational notes. No doubt, the beginner will have some difficulty in trying to master the principles outlined and, in many cases, most of the good junior-ranked players (and many advanced players) will need to study the preceding two games or problems (Diagrams 164 and 165) over and over again.

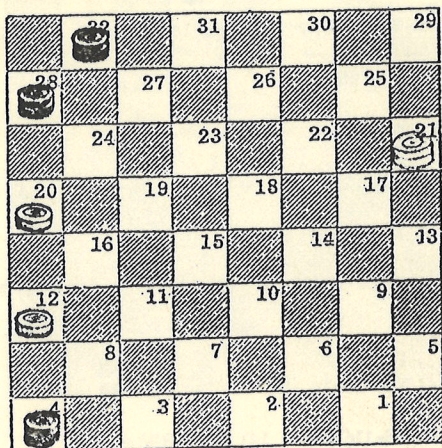
CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

The problems in the next three diagrams are essentially identical, except for the fact that the White king occupies a different square and, as a result, there will be a few different principles to study.

It is very likely that no more than a "handful" of the nation's very best players really understand the highly intricate principles involved.

Diag. 166
("Stage 1")



B-M & Win

- 1) 4-22 21-30

Note 1) .../21-3 ((.../21-7??)) 2) 22-15!!/3-21 3) 32-14/21x19 4) 28x15 BW

Note 1) .../21-3 2) 22-15!!/3-7 3) 15-24!/20x27 4) 32x3 BW

- 2) 32-14 30-16

Note 2) .../30-21 3) 22-15!/21x19 4) 28x15 BW

Note 2) .../30-26 3) 22x31/12-8 4) 28-15!!/8-3 ((.../8-4??)) 5) 15-22! BW

- 3) 22-31 16- 2

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Notes on Diagram 166 ("Stage 1") - Black to Move and Win (Continued)

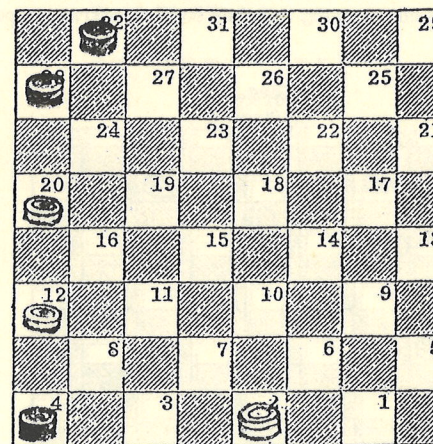
Note 3) .../16-30?? 4) 14-23!!/30x16 5) 28-24!/20x27 6) 31x11 BW

Note 3) .../16-11?? 4) 28-24/20x27 5) 31x7/12-8 6) 7-11!/8x15 7) 14-7 BW

Note 3) .../12-8?? 4) 28-24/20x27 5) 31x4 BW

- 4) 28-15 (14-7?) 2-16 (2-13??)
5) 15-24! 20x27
6) 31x11 BW

Diag. 167
("Stage 2")



B-M & Win

- 1) 4-22!! 2-16

Note 1) .../2-13?? 2) 32-27!/13x24 3) 28x15 BW

Note 1) .../2-7 2) 28-24!/20x27 3) 32x3 BW

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Notes on Diagram 167 ("Stage 2") - Black to Move and Win (Continued)

2) 22-31!! 16- 2 (16-11??)

Note 2) .../16-30?? 3) 32-23!!/30x16 4) 28-24/20x27 5) 31x11 BW

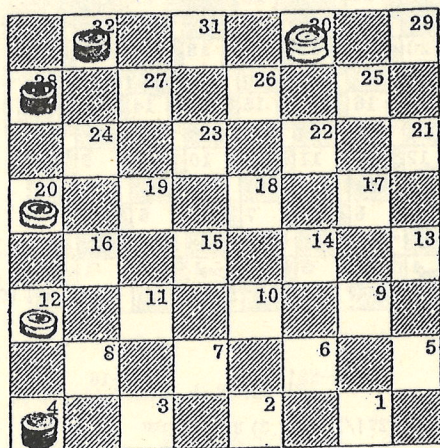
3) 28-15!! 20-16

Note 3) .../2-16 or 2-7 4) 15-24! BW

4) 32- 9 2x13
5) 15-22 BW

The particular formations (or similar formations) that are shown in Diagrams 166, 167 and 168 are not common occurrences in the game of American Pool Checkers; however, they are highly entertaining and they do demonstrate important timing principles.

Diag. 168
("Stage 3")



B-M & Win

1) 4-15! 30-16 (30-21??)

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Notes on Diagram 168 ("Stage 3") - Black to Move and Win (Continued)

2) 15-22 16-30

Note 2) .../16-2 3) 32-14!/2-16 ((N--3) .../2-13 4) 14-27 BW) 4) 22-31!!!
.../16-30 5) 14-23 BW

3) 32-14!! 30-16

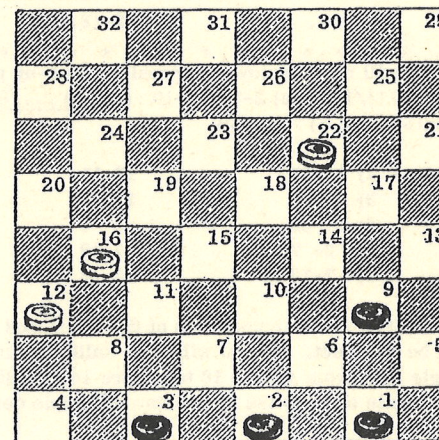
Note 3) .../30-21 4) 22-15!! BW

4) 22-31!!! 16-2

Note 4) .../16-30?? or 16-11??

5) 28-15!!! 2-16
6) 15-24 BW

Diag. 169



B-M & Win

As you will see, the problem in Diagram 169 is related to the one in Diagram 159, in Section A of this chapter.

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Diagram 169 - Black to Move and Win (Continued)

In this diagram, Grandmaster Tsirik, the Russian end-game genius, demonstrates once again another one of the very many dramatic examples of the magic of our great game, which is sure to arouse most students' interest and fascination to a new height.

Due to the general elementary nature of this book, few problems of this type have been included because of their extreme complexity. We are including this problem because it presents an excellent opportunity to expound again on another one of our new teaching concepts relative to our theory of relationships.

1) 9-14!!! ...

Note 1) 2-7?/22-18 2) 7-10!/16-11 3) 10-15!/11-8 4) 15x22/8-4 5) 22-26/4-29 Here, our theory of relationships comes into play. White can use the draw principle shown in Diagram 159, Section A, of this chapter.

Note 1) 1-6?/22-18! ((N--1) .../16-11?? 2) 2-7!/11x2 3) 9-13/2x9 4) 13x6/22-18 5) 6-10 BW) N--2) 6-10/16-11 Draw

1) ... 22-18!

Note 1) .../16-11 Black will now employ two ingenious lock-up principles to win. 2) 14-18!!!/22x15 3) 1-6!!!/11-8 4) 2-7!/15-10 ((N--4) .../8-4 5) 7-11!/15x8 6) 6-10 BW) N--5) 6x15!/8-4 6) 7-11 BW

- 2) 14x23 16-11
3) 23-27 11- 8
4) 27-32 8- 4
5) 2- 7 4-29
6) 7-10 29- 8

The relationship or similarity between positions at this point and the positions shown in Diagram 159 should be apparent. As you will see, unlike in Diagram 159, Black must not move his single man from square 10 to square 14. If Black does move his man to square 14, then White can use the same draw principle demonstrated in Diagram 159.

Note 6) .../29-25? 7) 32-18!/25x6 8) 1x10 BW

(Diagram 169 - Continued on Page 115)

CHAPTER II: The Power of the King

SECTION - B: Basic Wins Involving the Use of Kings (Continued)

Diagram 169 - Black to Move and Win (Continued)

Note 6) .../29-11? 7) 3-7!!/11x2 8) 32-18! Black will now be able to get two more kings and win using the principle demonstrated in Diagram 162, in Section B, of this chapter.

- 7) 32-27 8- 4
8) 27-23!! 4- 8

Note: As indicated previously, White cannot move his king to either square 11 or squares 22, 25 or 29.

- 9) 23-16!! 12x19
10) 3x12 BW

* * * * *

THIS IS THE END OF CHAPTER II

* * * * *

CHAPTER III: The Games Chapter

You are now entering the last chapter of our book in which we are presenting what is, essentially, token information on a variety of selected games and variations that illustrate many of the principles in Chapter I.

Many readers, in their rush to get to our Games Chapter, will either bypass the first chapter or simply "skim over" the new teaching concepts contained therein. That, indeed, will be unfortunate because our first chapter is our most important and its main purpose is to teach you to think for yourself and to prepare you for the last chapter which deals with the learning process on a higher level.

No doubt, it may be surprising to learn (contrary to popular belief) that American Pool Checkers is not just a simple pastime or hobby. Instead, it is a highly complex and challenging game that requires intense concentration and a good degree of stamina and emotional stability, especially when played on the Top Master level under tournament conditions. For all its "sedentary" appearance, it can be a brutally punishing game which starts out as an art or science and, then, sometimes winds up causing as much nervous and physical exhaustion as some athletic events.

Also, it may be surprising to learn that due to the extremely complex nature of American Pool Checkers, it is very likely that a hundred books of this size could not contain all the seemingly unlimited information that has been written on the game over many decades.

Inasmuch as this is a "teaching" book--in the fullest sense, we will continue to be as explicit as possible in this chapter because it is vitally important for you to understand the information we are presenting, information that took us years of research and study to compile.

The format in our Games Chapter is similar to that used in Section "B" of our first chapter in that the main line of play is indicated by the double column down the center of each page, while the notes on alternative variations always start at the extreme left. Incidentally, these notes are occasionally much more educational than the main line of play.

We urge you to study very thoroughly the shot, position and timing principles demonstrated in all three chapters and try to improvise situations where these principles can be effectively applied.

If it were possible for someone to memorize every game, variation and problem in this book (or in any book, for that matter), such an incredible achievement would certainly be commendable. However, it is much more important to develop a full understanding of the reasons or motives behind each move; otherwise, you will have learned very little of essential checker science.

CHAPTER III: The Games Chapter (Continued)

We have placed considerable emphasis on "shots" or "strokes", primarily because they represent the "glamorous" side of American Pool Checkers. However, it is important that we emphasize that a knowledge of position play and timing is much more essential. In other words, whenever you play for shots--and you very definitely should do so from time to time, never put your game in too much positional jeopardy.

The great and personable Clyde ("Kingrow") Black, who is a brilliant player and an outstanding author, stressed many years ago the importance of keeping your draw in sight. We fully agree with Mr. Black and offer the following additional comments relative to the significance of the draw in the amazing game of American Pool Checkers.

Although it is satisfying and sometimes exciting to win, it can equally be exciting to draw, especially when faced with seemingly overwhelming odds. You will find that it can be very unnerving to your opponent when you execute great draws in situations that he considers hopeless for you. As a matter of fact, it can be so unnerving that the quality of your opponent's play can be adversely affected afterwards.

Game No. 1: The "Bristol"

- | | |
|-----------|-------|
| 1) 11-15 | 24-20 |
| 2) 15-19! | 23x18 |
| 3) 12x19 | 22-17 |

Note 3) .../22-18 This move is also acceptable although 22-17 is a slightly stronger reply.

Note 3) .../27-23? or 27-24? Neither of these moves is recommended (although 27-24 is preferred) because of the weakening effect on White's double corner. You must almost invariably maintain as much strength in your double corner as possible, especially when playing against the "Bristol", until you are in a position to proceed in a manner calculated to neutralize the effectiveness of your opponent's attack or to start an attack of your own!

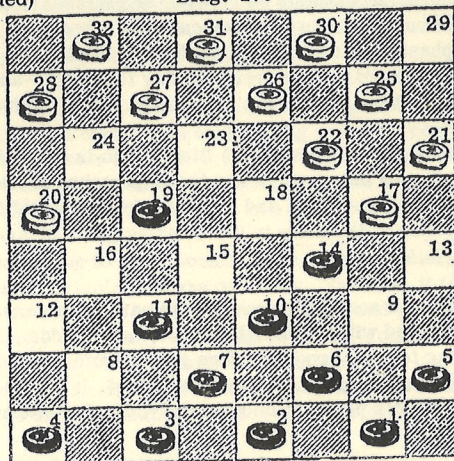
Black certainly does not have a winning advantage at this point but his position is stronger than White's due to the aggressive nature of the "Bristol". White should either (1) plan to draw by changing the course of this game at his first good opportunity or (2) to continue on and try to win by luring Black into a faulty line of attack as the game progresses.

- | | |
|-------------------|-------|
| 4) 8-11 | 25-22 |
| 5) 9-14! (11-16!) | 29-25 |

CHAPTER III: The Games Chapter (Continued)

Game No. 1 (Continued)

Diag. 170



The "Bristol"

B-M

6) 4-8!

27-24

Note 6) .../27-23? 7) 5-9!!/23x16 8) 9-13!/26-23 9) 8-12! As can now be seen, Black has made a wise and offensive sacrifice. As a result, White is in serious trouble because his "belly" (the White man on square 22) is being threatened with the possibility of a Group 13 shot.

Note 6) .../22-18?? 7) 14x23 (Group 6 shot)/27x18 8) 10-14/17x10 9) 6x29 BW

Note 6) .../17-13 7) 11-15! This is an acceptable reply for Black.

7) 11-15

...

Note 7) 10-15?!/17x10 8) 7x14/22-17?? White made a very poor move and now Black will win with a Group 6 shot. N--9) 8-12!!/17x10 10) 11-16!/20x18 11) 6x29 .../24x15 12) 29x4 BW

7) ...

31-27! (17-13?)

Note 7) .../17-13? 8) 6-9! This is a good reply for Black because of the "cramping" effect it will have on White's men now occupying squares 21, 22 and 25. However, White can play brilliantly and draw.

White will now use a highly advanced principle to accomplish his objective. Occasionally, throughout this chapter, we will introduce advanced concepts and principles but only because of their integral relationship to the line of play that is involved.

CHAPTER III: The Games Chapter (Continued)

Note 7) (Comments continued)

Ordinarily, we try to avoid presenting concepts or principles that may be too difficult for the beginner or junior-ranked player to grasp because we do not want to defeat the primary purpose of an elementary book of this type. In essence, since this is a "teaching" book, we realize that whenever we fail to communicate, we fail to teach!

Let us continue from the last note (Note 7) on page 118. N--8) .../13x6 9) 2x9/22-17 10) 9-13/25-22 11) 14-18 ((N--11) 8-11!/26-23 12) 19x26/30x23 13) 15-18!!/22x8! 14) 3x12! Black has some advantage.) N--11) .../26-23!! 12) 18x25/23x16 13) 13x22/31-26!!! 14) 22x31/16-11! 15) 7x16/20x4 16) 31x20/4x29 Draw

8) 14-18!!

...

Note 8) 5-9? or 6-9? Neither of these replies is recommended because White will move from square 17 to square 13 and then threaten (either immediately or ultimately) Black's man on square 19.

8) ...

26-23

Note 8) .../17-13 9) 10-14!/22-17?? 10) 7-11!!/17x10 11) 18-23/27x18 12) 15x29 BW

Note 8) .../17-13 9) 10-14!/27-23! 10) 18x27/32x16! 11) 15-18! (Group 1 shot) .../22x15 12) 6-9/13x6 13) 1x12 Black has a slight positional advantage because of White's "hemmed in" man on square 28.

Note 8) .../27-23? 9) 18x27/32x16 10) 15-18/22x15 11) 10x12 Black has some advantage because his men can support each other effectively, while White's man on square 28 could create problems for him as long as Black can keep him "pinned down" on square 28.

Note 8) .../27-23? 9) 18x27/24x31 10) 10-14!!/17x10 11) 7x14/22-17?? 12) 8-11 (Group 6 shot)/17x10 13) 11-16!/20x18 14) 6x29 BW

9) 19x26

22x31!

Note 9) .../30x14? 10) 8-12!!/27-23 As can be seen, Black has made an excellent, aggressive sacrifice and now can win with a Group 10 shot. N--11) 15-18/22x15 12) 10x26 BW

10) 8-11!

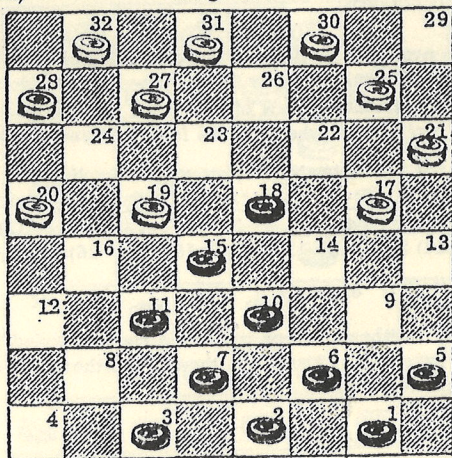
24-19?? (20-16!!!)

Note 10) .../17-13?? 11) 18-23/27x18 12) 15x29 BW

CHAPTER III: The Games Chapter (Continued)

Game No. 1 (Continued)

Diag. 171



B-M (jumps)
& Wins

Note: The main line of play is shown in the above diagram. White has moved 24-19, as indicated, for his 10th move. Before continuing on, let us examine White's other choices.

Note 10) .../27-23?? 11) 18x27 (Group 6 shot)/32x23 12) 11-16!!/20x18 13) 10-14 .../17x10 14) 6x29 BW

Note 10) .../20-16!!! This is the move White should have made for his draw. There is no other way. White must give away one of his men. As we shall see, this sacrifice is only temporary because White will get his man back by employing a Group 1=32W shot principle, and then Black will no longer have any effective positional advantage. We will now show how White will accomplish his goal!

We will continue with Black's forced reply (a jump) to White's 20-16!!! move: N--11) 11x20/30-26! 12) 3-8/26-23! 13) 6-9/23x14 14) 9x18/24-19! 15) 15x24 .../28x19 16) 1-6!/31-26 17) 8-11/27-24! 18) 20x27/32x14 19) 11-15/19-16 20) 6-9/16-12 21) 9x18/12-8 Draw

Let us now follow Diagram 171, which shows the main line of play:

11) 15x24 ...

Note 11) 15x24 Black will now use a Group 6 shot, followed by a Group 7 shot--if White tries to recover his man which will be captured by Black, as shown below.

CHAPTER III: The Games Chapter (Continued)

Game No. 1 (Continued)

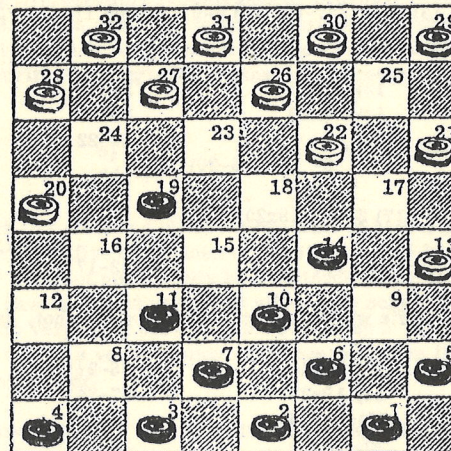
- 11) ... 28x19
- 12) 10-14 17x10
- 13) 6x24 32-28
- 14) 5- 9! 28x19
- 15) 18-22! 25x18
- 16) 11-15 19x10
- 17) 7x32

BLACK WINS

Game No. 2: The "Bristol"

- 1) 11-15 24-20
- 2) 15-19! 23x16
- 3) 12x19 22-17
- 4) 8-11! 17-13
- 5) 9-14! 25-22

Diag. 172



The "Bristol"
B-M

- 6) 14-17 (11-15!?) 21x14
- 7) 10x17 27-23

CHAPTER III: The Games Chapter (Continued)

Game No. 2 (Continued)

Note 7) .../22-18 8) 17-21/29-25?? ((.../27-23! or 27-24!)) 9) 19-24!!
 (Group 6 or 7 shot) .../28x19 10) 11-16!!/19x12 ((N--10) .../20x11 11) 7x14)
 11) 3-8!/12x10 12) 6x29 Black, of course, is short one man but the power of his
 king will make up for that! BW

8) 11-16! ...

Note 8) 4-8??/23x16 9) 8-12/22-18! 10) 12x19/13x22 WW

8) ... 20x11
 9) 7x16 22-18
 10) 17-21 29-25
 11) 4- 8 32-27
 12) 3- 7 (8-12!) ...

Note 12) 8-12! Now, when White captures the man on square 19, by moving to
 square 24, Black recovers with a Group 1 shot.

12) ... 27-24!

Note 12) .../25-22? 13) 7-11!/27-24 14) 5-9! (Group 11 shot)/24x15 15) 9-14!
 .../18x9 16) 11x25 BW

13) 7-10 24x15
 14) 10x19 31-27
 15) 2- 7 25-22
 16) 5- 9??(16-20) ...

Note 16) 8-12??/22-17! 17) 21x14/18x20 WW

16) ... 22-17!!

Note 16) .../22-17!! White will now play a Group 7=26W shot, as follows:

17) 21x14 28-24!!!
 18) 19x28 27-24!
 19) 28x19 18-15!
 20) 19x10 23-18
 21) 14x23 26x 3
 22) 9-14 30-26!
 23) 7-11 ...

Note 23) 14-18/3-8! 24) 10-15/26-22! 25) 18x25/8x29 WW

CHAPTER III: The Games Chapter (Continued)

Game No. 2 (Continued)

23) ... 26-23!!
 24) 11-15 3- 8!

WHITE WINS

Game No. 3: The "Bristol"

1) 11-15 24-20
 2) 15-19! 23x16
 3) 12x19 22-17
 4) 8-11! 17-13
 5) 9-14 ...

Note 5) 11-15??/27-23! 6) 4-8/23x16 7) 8-12/31-27 8) 12x19/27-23 It should be
 evident now that Black has made a grave error in failing to provide protection for his
 man on square 19. As a result, White will "steal" Black's man and win.

In connection with the above comments, it should be pointed out that bold or aggressive
 moves by either side are certainly recommended, provided reasonable discretion is
 used. In other words, when you move to any square on your opponent's side of the
 board, be sure you have made adequate arrangements to have enough back-up forces
 to guarantee his security. Be aggressive--that is our recommendation, but not
 reckless.

5) ... 26-22?(25-22)
 6) 5- 9!! ...

Note 6) 5-9!! Black, by moving 5-9, has made what is known in checker parlance as
 a "knuckle" or "knot" with five of his men occupying squares 1, 6, 9, 10 and 14. Of
 course, a "knuckle" does not necessarily have to involve just those particular squares
 only and it does not have to be set up on that side of the board. Because of some
 serious risks that are very often present when setting up a "knuckle", caution should
 always be used. It can be a very formidable or overpowering line of play when used
 wisely as Black is now doing.

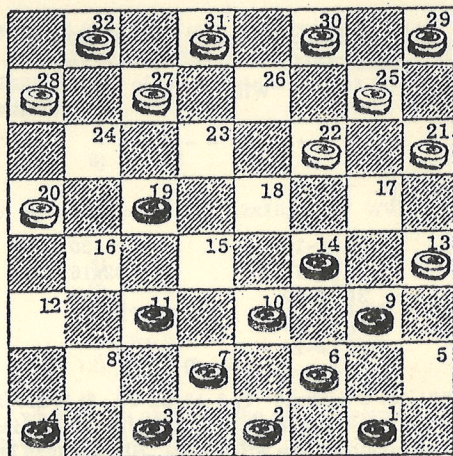
Black was able to strengthen his offensive line of play by making a "knuckle" on his
 sixth move because White created a slight positional imbalance by moving 26-22,
 instead of moving 25-22.

The more you learn how to play good position, the more you will be able to spot (and
 take advantage of) weaknesses or positional imbalances in your opponent's line of play.

CHAPTER III: The Games Chapter (Continued)

Game No. 3 (Continued)

Diag. 173



The "Bristol"
W-M

6) ... 22-17? (27-24)

Note 6) .../30-26? 7) 10-15!!/27-24 8) 11-16! (Group 14 shot)/20x18 9) 14x30 .../24x15 10) 9-14 BW

Note 6) .../30-26? 7) 10-15!!/27-23 8) 11-16!! (Group 14 shot)/20x18 9) 4-8 .../23x16 10) 14x30 BW

Note 6) .../30-26? 7) 10-15!!/22-17 8) 11-16!!/17x10? (.../20x18?) 9) 7x14 .../20x18 10) 14x30/31-26 11) 30x23/27x18 12) 9-14! Black has good positional advantage.

7) 19-23!!! 27x18
8) 14x23 28-24

Note 8) .../31-26? 9) 4-8!/26x19 10) 8-12 As can be seen, Black has used a sacrifice principle to set up a threat with a Group 7 shot.

Note 8) .../31-27? 9) 10-14 Black cannot be dislodged from square 23.

9) 4- 8 (11-15??) 25-22
10) 8-12! ...

Note 10) 10-15?/22-18 11) 15x22/17x19 White has gained a man on his opponent and now has the advantage.

CHAPTER III: The Games Chapter (Continued)

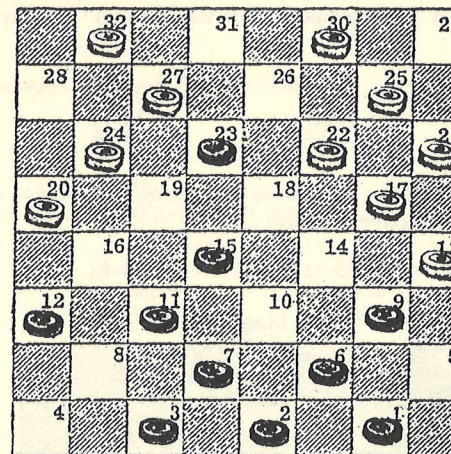
Game No. 3 (Continued)

10) ... 29-25
11) 10-15!!! 31-27??

Note 11) .../31-26 12) 7-10!/26x19 13) 9-14 Black sacrificed one of his men to get the good positional advantage he now enjoys.

Note 11) .../31-27?? We are returning to the main line of play, and we are showing the start of an interesting and exciting Group 6 shot by Black. See Diagram 174, below.

Diag. 174



B-M & Wins

12) 15-18!!! 22x 8
13) 7-10! 27x18
14) 10-14 17x10
15) 6x29 13x 6
16) 29x 4

BLACK WINS

Game No. 4: The "Bristol"

1) 11-15 22-17!
2) 15-19! ...

CHAPTER III: The Games Chapter (Continued)

Game No. 4 (Continued)

White's first move was a strong move, as we indicated, but we must point out that there were other moves (such as, 23-19 or 23-18) which are also acceptable replies.

Note 2) 15-19! Black is starting to set up the "Bristol" formation with this aggressive move; however, he has an entirely different problem than he had in the first three games. White will be in a position to make a drastic change (if he so decides) in the line of play Black is trying to pursue. White can do this by forcing Black into the provocative "Pitch and Squeeze" variation. Some detailed information on this interesting variation is given immediately following this series on the "Bristol".

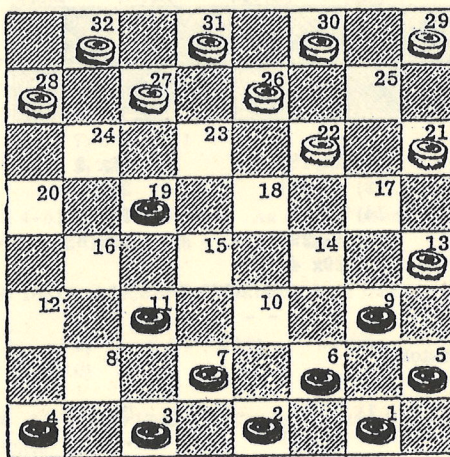
Obviously, you must have a reasonable amount of familiarity with the "Pitch and Squeeze" variation before you attempt to start the "Bristol" the way Black is doing with his 15-19 move.

- 2) ... 24x15
- 3) 10x19 23x16
- 4) 12x19 17-13

Note 4) .../17-14! This is the first move that White must take to start the "Pitch and Squeeze" variation, mentioned above.

- 5) 8-11! (7-10!) 25-22

Diag. 175



The "Bristol"
B-M

CHAPTER III: The Games Chapter (Continued)

Game No. 4 (Continued)

- 6) 4- 8 ...

Note 6) 7-10??/26-23 (Group 12=21W shot) 7) 19x17/21x16 WW

- 6) ... 22-17
- 7) 7-10 29-25
- 8) 8-12?? ...

Note 8) 8-12?? As indicated, Black made a losing move. Prior to this move, he held a positional advantage due to the "aggressive" nature of the "Bristol". He should have moved 11-16 for his eighth move to maintain this advantage.

- 8) ... 17-14!

Note 8) 17-14! The start of a Group 2=31W shot:

- 9) 10x17 ...

Note 9) 9x18/26-23 10) 19x26/30x16 11) 12x19/31-26 12) 3-8/27-23! 13) 8-12 .../23x16 14) 12x19/32-27! 15) 2-7/27-23 WW

- 9) ... 21x14
- 10) 9x18 26-23
- 11) 19x26 31x 8

WHITE WINS

Game No. 5: The "Bristol"

In this particular game, the White side will play the "Bristol" variation.

- 1) 11-16 22-18
- 2) 16-20 18-14
- 3) 9x18 23x14
- 4) 10x17 21x14
- 5) 8-11! 25-22!

We are now demonstrating the "Bristol" formation (played by White) in one of its early stages. In many respects, this famous formation can be just as overwhelming when played by the White side as it is when played by the Black side.

CHAPTER III: The Games Chapter (Continued)

Game No. 5 (Continued)

- 6) 4- 8 22-17 (29-25!)
- 7) 11-16 ...

Note 7) 11-15??/14-10! (Group 6=27W shot) 8) 7x21/30-25! 9) 21x23/27x4
10) 20x27/32x23 WW

- 7) ... 29-25
- 8) 7-11 (16-19!) ...

Note 8) 16-19!/24x15 9) 6-9!/15-11! 10) 8x15/26-23 11) 9x18/23x14 Even game

- 8) ... 24-19
- 9) 16x23 27x18?? (26x19!)
- 10) 20-24!! ...

Note: This is the start of a Group 6 shot. Notice how this shot can be played by both Black and White in the same game. (See Note 7, above.)

- 10) ... 28x19
- 11) 12-16! 19x12
- 12) 3- 7! 12x10
- 13) 6x29

BLACK WINS

Game No. 6: The "Bristol"

- 1) 11-15 22-17!
- 2) 15-19! 24x15
- 3) 10x19 23x16
- 4) 12x19 17-13
- 5) 8-11! 25-22
- 6) 4- 8 29-25
- 7) 11-16! 22-17
- 8) 8-11! 27-24!
- 9) 11-15 31-27!

Note 9) .../24-20?? 10) 7-10!! (Group 6 shot)/20x18 11) 10-14/17x10 12) 6x29 BW

Note 9) .../25-22? 10) 15-18!/22x15 12) 19x10 Black has a slight advantage because of his strong double corner and a reasonably good positional balance.

Note 9) .../26-23? 10) 19x26/30x23 11) 15-18!/23x14 12) 9x18 Black now has a strong center board game!

CHAPTER III: The Games Chapter (Continued)

Game No. 6 (Continued)

- 10) 16-20! 26-22
- 11) 7-11! 30-26
- 12) 11-16! 26-23
- 13) 19x26 22x31
- 14) 16-19 25-22
- 15) 6-10? (15-18!) ...

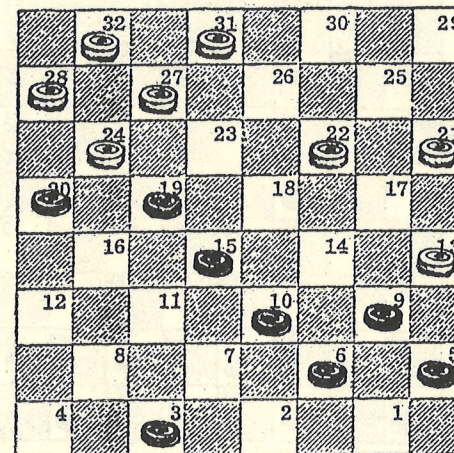
Note 15) 15-18! This move is strongly recommended for Black!

- 15) ... 13x 6
- 16) 2x 9 17-13
- 17) 1- 6? ...

Note 17) 10-14??/13x6 18) 1x10/22-18! White will win no matter how Black jumps.

We are now continuing on the main line of play:

Diag. 176



W-M & Wins

- 17) ... 22-18!!!

Note: White is now playing a Group 2=31W shot, as follows:

- 18) 15x22 24x15

CHAPTER III: The Games Chapter (Continued)

Game No. 6 (Continued)

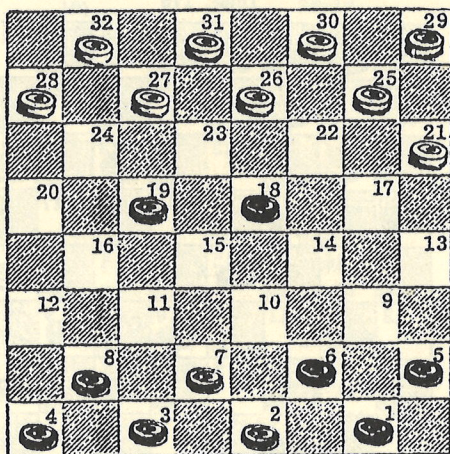
- | | |
|-----------|---------|
| 19) 10x19 | 21-17! |
| 20) 22-25 | 17-14!! |
| 21) 9x18 | 27-24 |
| 22) 20x27 | 31x29 |

WHITE WINS

Game No. 7: The "Pitch and Squeeze"

- | | |
|----------|--------|
| 1) 11-15 | 22-17 |
| 2) 15-19 | 24x15 |
| 3) 10x19 | 23x16 |
| 4) 12x19 | 17-14! |
| 5) 9x18 | ... |

Diag. 177



The
"Pitch and Squeeze"
W-M

- | | |
|----------|-----------------|
| 5) ... | 27-24! (26-22?) |
| 6) 19-23 | 26x19 |
| 7) 5- 9 | 19-16 |
| 8) 9-14 | ... |

Note 8) 8-11??/30-26 (Group 1=32W shot)

CHAPTER III: The Games Chapter (Continued)

Game No. 7 (Continued)

Note 8) 6-10/24-20 9) 8-12??/30-26! (Group 2=31W shot) 10) 12x19/26-23
11) 19x26/31x13 WW

- | | |
|-----------|--------|
| 8) ... | 16-12 |
| 9) 6-10 | 30-26! |
| 10) 1- 6! | ... |

Note 10) 8-11??/26-22! 11) 11-15/24-19! (Group 11=22W shot) 12) 15x24/22x6 WW

Note 10) 8-11??/26-22! 11) 18-23/31-27! White will win because Black is unable to protect his man on square 23.

- | | |
|-----------|-----------------|
| 10) ... | 25-22! |
| 11) 18x25 | 21x30! (29x22!) |
| 12) 6- 9 | ... |

Note 12) 8-11/24-20 13) 11-15/28-24 14) 15-18/29-25 15) 4-8/26-23 16) 18x27
.../32x23 17) 8-11/25-22 18) 10-15?? ((11-15!))/22-17!! (Group 21=12W shot)
19) 14x21/30-25! 20) 21x30/23-19! 21) 30x16/12x1 WW

- | | |
|----------|-------|
| 12) ... | 32-27 |
| 13) 8-11 | 27-23 |

Note 13) .../24-20 14) 9-13!/29-25?? ((.../27-23!)) 15) 11-16!! (Group 13 shot)
.../20x11 16) 7x16/12x19 17) 10-15/19x17 18) 13x29 BW

- | | |
|------------|-------|
| 14) 4- 8 | 24-20 |
| 15) 11-15! | ... |

Note 15) 14-17??/20-16!! (Group 3=30W shot) 16) 11x20/28-24 17) 20x18/26-22
18) 17x26/30x5 WW

- | | |
|-----------|-----------------|
| 15) ... | 23-19 |
| 16) 15x24 | 20x27 |
| 17) 8-11 | 29-25 |
| 18) 11-15 | 25-22 |
| 19) 9-13 | 28-24? (27-23!) |
| 20) 2- 6! | ... |

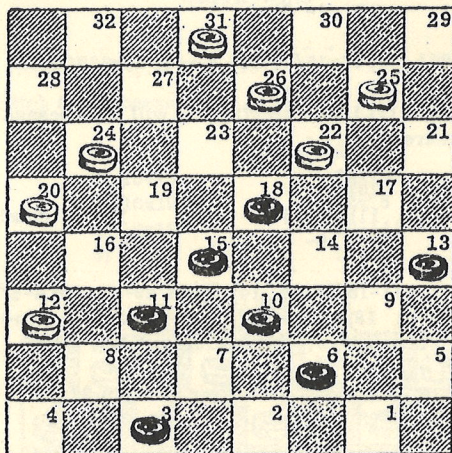
Note 20) 14-18??/30-25! White has some advantage at this point because of his very good "flanking" or "encircling" position.

CHAPTER III: The Games Chapter (Continued)

Game No. 7 (Continued)

- | | |
|-----------|------------------|
| 20) ... | 24-20 |
| 21) 14-18 | 30-25 (22-17?) |
| 22) 7-11! | 27-24?? (26-23!) |

Diag. 178



B-M & Wins

23) 11-16!! ...

Note 23) 11-16!! The start of a Group 10 shot, as follows:

23) ... 12x19

Note 23) .../20x11 24) 15x8/22x15 25) 10x28 BW

- | | |
|------------|-------|
| 24) 18-23! | 25-21 |
| 25) 23x30 | 20-16 |
| 26) 30-23! | 19x26 |
| 27) 15-18 | 22x15 |
| 28) 10x28 | |

BLACK WINS

Although Black won in this particular variation of the "Pitch and Squeeze", actually, the White side (when played properly) is generally preferred, in the opinion of the authors.

CHAPTER III: The Games Chapter (Continued)

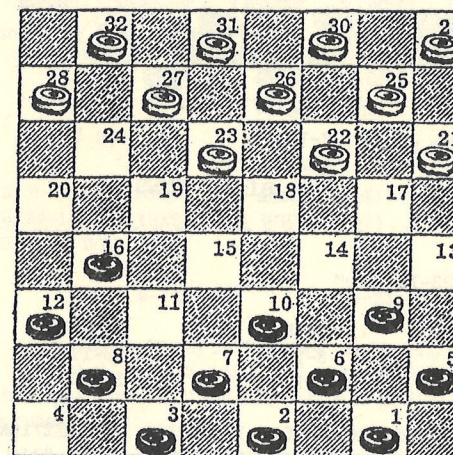
Game No. 8: 11-15/23-19 "Tie" - With Emphasis on the "Fall-Back" Variation

- | | |
|------------------|-----------------|
| 1) 11-15 | 23-19 |
| 2) 8-11 | 27-23! |
| 3) 11-16! (4-8!) | 24-20 |
| 4) 15x24 | 20x27 (28x19!?) |

Note 4) .../28x19!? This is a move that is seldom made by top-ranked players because of a positional imbalance that can develop for the White side. However, it is an interesting move that can bring up a "tricky" line of play, offering White an opportunity to play a number of unusual and exciting shots or strokes--if Black is just a little careless. As mentioned above, Black can develop some positional advantage but he must proceed very cautiously!

5) 4- 8 ...

Diag. 179



The "Fall-Back"
W-M

5) ... 21-17
6) 9-14 ...

Note 6) 9-13??/22-18 (Group 6=27W shot) 7) 13x15/23-19 8) 16x23/27x4 WW

6) ... 25-21
7) 8-11 29-25
8) 16-20? ...

CHAPTER III: The Games Chapter (Continued)

Game No. 8 (Continued)

Note 8) 16-20? Black is trying to win by tricking White into taking a "boomerang" shot. Actually, Black in moving 16-20 did not make a strong reply. Black's proper move at this point is 16-19! (forcing an exchange) and then he should jump back to square 19, and not to square 20!

8) ... 27-24?? (23-19!!)

Note 8) .../27-24?? White was lured into Black's trap with this Group 11=22W shot. In other words, this shot will "backfire". As indicated above, White should have moved 23-19 which would have been a good reply that would have put Black on the defensive! These "boomerang" shots are often unusually deceptive, and there are a number of them although they come up infrequently. Unquestionably, they add to the overall beauty of the amazing game of American Pool Checkers.

9) 20x18 22x 8

Now Black will destroy White with a Group 6 shot (unless White surrenders his man on square 8 in a futile attempt to avoid losing).

10) 12-16!!! 8- 4
11) 7-11!!! 4x 9
12) 6x29

BLACK WINS

Game No. 9: 11-15/23-19 "Tie"

1) 11-15 23-19
2) 8-11 22-17
3) 11-16 17-13

Note 3) .../25-22 4) 16x23/26x19 5) 9-13/22-18! 6) 13x22/18x25 7) 4-8!/25-22 8) 8-11/29-25 9) 5-9/22-17 10) 9-13!/17-14?? ((.../25-22!)) 11) 10x17 (Here, we have a Group 13 shot but a different and interesting "hanging" principle is used by Black.) N--11) .../21x14 12) 7-10!!!/14x16 13) 6-9!/19x10 14) 12x19/24x15 15) 9-14/10x17 16) 13x29/15-10 17) 29-4 Black can win; however, he must dodge a couple of traps White will try to set up for his draw.

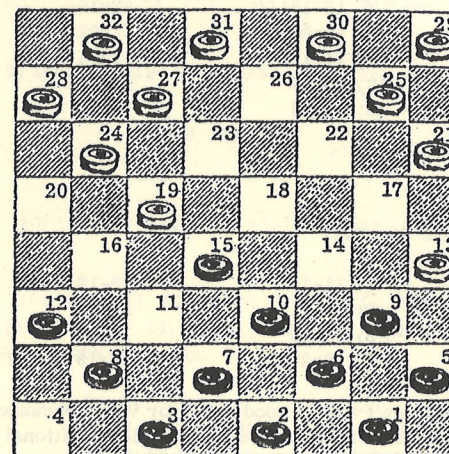
4) 16x23 26x19
5) 4-8! ...

Note 5) Equally good replies for Black are 9-14! and 7-11!

CHAPTER III: The Games Chapter (Continued)

Game No. 9 (Continued)

Diag. 180



W-M

5) ... 30-26?! (25-22!)

Note 5) .../21-17 6) 9-14?? (Group 6=27W shot)/19-16!!! 7) 12x19 ((N--7) 14x21 .../16-11!!! 8) 7x16/24-19! 9) 15x24/27x4 WW) N--7) .../24-20!! 8) 14x21 .../30-26! 9) 21x23/27x4 WW

6) 9-14 26-23

Note 6) .../19-16? 7) 12x19/21-17 8) 14x23/27x4 9) 10-14!/24x15 10) 3-8/4x11 11) 7x16/13-9! 12) 6x13/28-24 13) 16-19!/15-11 14) 19x28/11-8 15) 13-17 Can White get a draw? It is questionable if the king White is getting is worth the two-man sacrifice he has made.

Note 6) .../27-23 7) 8-11/24-20 8) 15x24/28x19?? ((.../20x27!)) 9) 14-18! (Group 7 shot)/23x14 10) 10x17/13x22 11) 11-16/20x11 12) 7x30 BW

7) 7-11 25-22?? (24-20)
8) 12-16!!! ...

Note 8) Occasionally, it is necessary to execute two shot principles back-to-back in order to accomplish the desired results. Starting with the 12-16 move, Black is going to use two shot groups (Group 10 and Group 1) to win, as shown on the next page.

CHAPTER III: The Games Chapter (Continued)

Game No. 9 (Continued)

- | | |
|-------------|-------|
| 8) ... | 19x12 |
| 9) 15-18!!! | 22x15 |
| 10) 10x26 | 31x22 |
| 11) 14-17! | 21x14 |
| 12) 6- 9 | 13x 6 |
| 13) 1x26 | |

BLACK WINS

Game No. 10: 11-15/23-19 "Tie"

- | | |
|----------|-----------------|
| 1) 11-15 | 23-19 |
| 2) 8-11 | 22-17 |
| 3) 11-16 | 17-13 |
| 4) 16x23 | 26x19! (27x11?) |

Note 4) .../27x11? This isn't a very good move for White because it would weaken his double corner and, by so doing, he would surrender positional advantage to Black.

- | | |
|----------|-----|
| 5) 7-11! | ... |
|----------|-----|

Note 5) 4-8! or 9-14! As indicated in the preceding game, both of these are good moves also.

- | | |
|--------|------------------|
| 5) ... | 25-22! (21-17??) |
|--------|------------------|

Note 5) .../21-17?? 6) 9-14!/25-21 7) 14-18! White loses. The notes, given below, will explain in detail.

- | | |
|----------|------------------|
| 6) 9-14! | 29-25! (22-17??) |
|----------|------------------|

We will now study the ways White would have lost if he had moved 22-17.

Note 6) .../22-17?? 7) 14-18!/30-26 8) 11-16!/26-23 9) 18-22! (Group 16 shot) .../17x26 10) 15-18!/23x7 11) 16x30 BW

Note 6) .../22-17?? 7) 14-18!/29-25 8) 12-16/19x12 9) 18-23/27x18 10) 15x29 BW

Note 6) .../22-17?? 7) 14-18!/24-20 8) 15x24/28x19 9) 10-14 (Group 6 shot) .../17x10 10) 6x24/32-28 11) 3-7! (Group 7)/28x19 12) 11-16/20x11 13) 7x32 BW

CHAPTER III: The Games Chapter (Continued)

Game No. 10 (Continued)

Note 6) .../22-17 7) 14-18!/30-25 8) 11-16! Black will gain a man on White and win.

Note 6) .../24-20? 7) 15x24/28x19 8) 3-7!/31-26! Even game

- | | |
|---------|-----------------|
| 7) 6- 9 | 13x 6 |
| 8) 2x 9 | 22-17 (24-20?!) |
| 9) 9-13 | ... |

Note 9) 4-8/17-13?? 10) 14-18!/13x6 11) 12-16!/19x12 12) 18-23/27x18 13) 15x29 BW

Note 9) 4-8/27-23?? 10) 14-18!!! (Group 13 shot)/23x16 11) 9-13!/19x10 12) 12x19/24x15 13) 13x29/21-17 14) 29x11 Black will capture White's man on square 10 and win without much difficulty.

- | | |
|--------------------|------------------|
| 9) ... | 25-22 |
| 10) 5- 9! (14-18!) | 27-23?? (24-20!) |
| 11) 15-18 | 22x 8 |
| 12) 4x11 | 30-26 |
| 13) 13x22 | 26x17 |
| 14) 9-13 | |

BLACK WINS

Game No. 11: 11-15/23-19 "Tie"

- | | |
|----------|------------------|
| 1) 11-15 | 23-19 |
| 2) 8-11 | 26-23 |
| 3) 9-14 | 22-17 |
| 4) 6- 9! | 17-13! |
| 5) 1- 6 | 30-26 (25-22??) |
| 6) 4- 8! | 25-22?? (24-20!) |

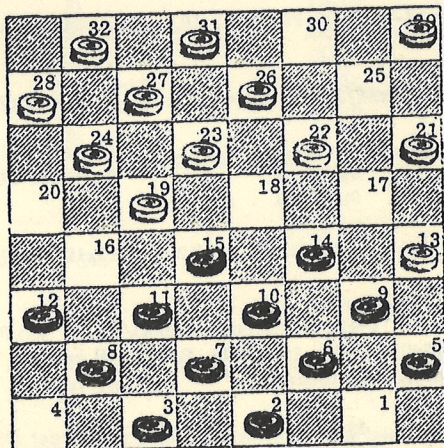
Note 6) .../26-22?? 7) 12-16! (Group 10)/19x12 8) 14-17 BW

Note 6) .../24-20! 7) 15x24/28x19 8) 11-15/26-22! ((N--8) .../32-28? 9) 15x24 .../28x19 10) 8-11! Black's position is preferred.) N--9) 15x24/22-18 10) 24-28 ((14-17!))/23-19 11) 14x16/20x4 12) 9-14!/25-22! 13) 10-15/4x9 This line of play should result in a draw inasmuch as there is no significant advantage on either side. We do not suggest that play should be terminated at this point because there still are pitfalls on both sides; however, they can be successfully avoided.

CHAPTER III: The Games Chapter (Continued)

Game No. 11 (Continued)

Diag. 181



B-M & Wins

Note: Black is prepared to use a combination of two shot principles, a Group 2 shot followed by a Group 11 shot. This is one of a number of classic shot combinations in American Pool Checkers that most experienced players are familiar with. This presentation, of course, will certainly be educationally beneficial to the beginner.

- 7) 12-16!! 19x12
- 8) 14-18!! 23x14
- 9) 10x17! 21x14
- 10) 9x25 29x22
- 11) 15-19 24x15
- 12) 11x22

BLACK WINS

Game No. 12: 11-15/23-19 "Tie"

- 1) 11-15 23-19
- 2) 8-11 26-23
- 3) 11-16! 24-20!
- 4) 15x24 20x11!
- 5) 7x16 28x19!
- 6) 4- 8 22-18

CHAPTER III: The Games Chapter (Continued)

Game No. 12 (Continued)

- 7) 10-14! ...

Note 7) 8-11! This is also a good reply for Black because White cannot afford to make an immediate exchange (18-15 or 18-14) since it would weaken his double corner and create a positional imbalance.

- 7) ... 25-22
- 8) 3- 7! ...

Note 8) 8-11?/29-25 9) 16-20??/21-17 (Group 11=22W shot) 10) 14x21/18-14 11) 9x18/22x8 WW

- 8) ... 30-25

Note 8) .../22-17? 9) 7-11/17x10 10) 6x22/30-25 11) 2-7/25x18 12) 9-14/18x9 13) 5x14/29-25 (N--13 .../23-18 14) 16x23!/18x9 15) 1-5/27x18 16) 5x23 As you can see, Black has gained a man on White and also has positional advantage.) N--14) 7-10/23-18 15) 16x23/18x9 16) 10-15!/27x18 17) 15x29 BW

- 9) 16-20 27-24
- 10) 20x27 31x24
- 11) 9-13?? (6-10!) ...

Note: In the last game, Black used a combination shot principle to win. Now, we will show another classic shot combination. This time, White will use a combination of two shot principles to win, Group 8=25W followed by Group 14=19W.

- 11) ... 18x 9
- 12) 5x14 22-17!!
- 13) 13x22 25x 9
- 14) 6x13 21-17!
- 15) 13x22 23-18
- 16) 22x15 19x 3

WHITE WINS

Game No. 13: 11-15/23-18 The "Cross"

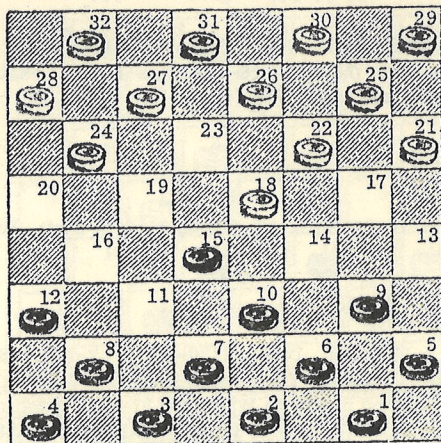
- 1) 11-15 23-18

Note: Diagram 182 shows the start of famous "Cross" variation which brings up a very tricky and provocative line of play for both sides.

CHAPTER III: The Games Chapter (Continued)

Game No. 13 (Continued)

Diag. 182



The "Cross"
B-M

2) 8-11! ...

Note 2) 7-11! or 9-14! These are also acceptable replies for Black and they both will involve intricate and provocative lines of play for each side.

2) ... 26-23! (27-23?)
3) 10-14! ...

Black has chosen to move 10-14! which, as indicated, is a good move. Now, let us examine several other moves Black could have made and demonstrate some elementary principles that develop. As we will see, Black's 10-14 reply was correct.

Note 3) 4-8?/23-19! 4) 9-13??/19-16!!! (Here, we have another combination shot principle, Group 3=30W and Group 8=25W.) N--5) 12x19/18-14!! 6) 10x26/30x16 7) 11x20/21-17 8) 13x22/25x4 WW

Note 3) 4-8?/23-19! 4) 9-14/18x9 5) 6x13 ((N--5) 5x14/22-17!!) .../30-26!! 6) 11-16/24-20!!! (Group 6=27W shot) 7) 16x30/20-16! 8) 12x19/31-26 9) 30x23 .../27x4 Black will have serious problems here. White sacrificed an extra man to get his king but it was a wise sacrifice because Black will have to surrender two of his men to capture White's king, and this will give White an overpowering advantage.

CHAPTER III: The Games Chapter (Continued)

Game No. 13 (Continued)

Note 3) 4-8?/23-19 4) 9-14/18x9 5) 6x13/30-26!! 6) 5-9/19-16 (Two elementary shot principles will win for White, Group 8=25W or Group 9=24W.) N--7) 12x19 ((N--7) 11x20/22-17! 8) 13x22/25x4 WW) N--7) .../22-18!! 8) 15x22/26x17!! 9) 13x22/24x13 WW

Note 3) 4-8?/23-19! 4) 9-14/18x9 5) 6x13/30-26!! 6) 1-6/27-23!! 7) 6-9/32-27! 8) 9-14/19-16!! (Group 8=25W shot) 9) 12x19/23x16 10) 11x20/22-17 11) 13x22 .../25x4 WW

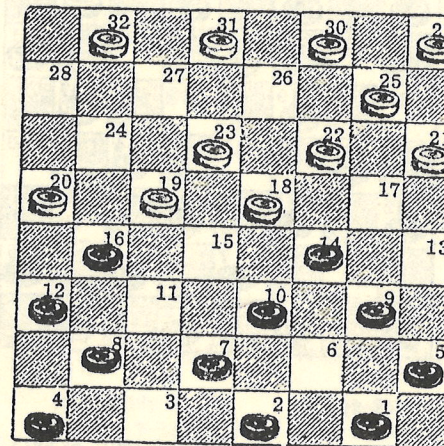
3) ... 24-20
4) 6-10 27-24
5) 3- 8 24-19
6) 15x24 28x19?? (27x20!)

Note 6) .../28x19?? This is a losing move for White, as indicated. White thought he had an adequate back-up support to protect his man on square 19 but he failed to detect the unusual and interesting (but elementary) shot principle that Black is going to use. White should have jumped 20x27 for his 6th move.

7) 11-16! ...

Note 7) 11-16! Black will now execute a Group 10 shot:

Diag. 183



W-M (jumps)
& BW

CHAPTER III: The Games Chapter (Continued)

Game No. 13 (Continued)

- 7) ... 20x11
- 8) 8x24 32-28
- 9) 9-13!!! 28x19

Note 9) .../18x9 10) 5x14/28x19 11) 12-16!!/19x12 12) 14-17!/21x14 13) 10x19 BW

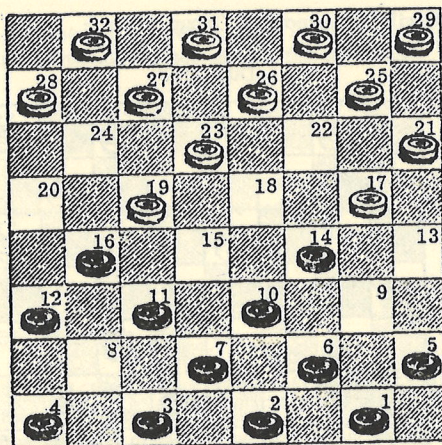
- 10) 12-16!! 18x 9
- 11) 5x14 19x12
- 12) 14-17 21x14
- 13) 10x19

BLACK WINS

Game No. 14: The "Alley"

- 1) 11-16 22-17
- 2) 9-14 24-19
- 3) 8-11 ...

Diag. 184



The "Alley"
W-M

- 3) ... 17-13!

Note 3) .../25-22! 4) 11-15?/23-18! 5) 16x23/18x9! 6) 6x13/27x11 7) 7x16/17-14!
8) 10x17/21x14 White has positional advantage.

CHAPTER III: The Games Chapter (Continued)

Game No. 14 (Continued)

Note 3) .../25-22! 4) 11-15?/23-18! 5) 15x24 ((N--5) 14x23/27x20 WW) .../18x9!
6) 5x14/28x19 7) 16x23/27x9 8) 6x13/17-14! 9) 10x17/21x14 White has positional advantage.

- 4) 11-15! 25-22 (23-18?)
- 5) 15x24 28x19
- 6) 4- 8! 22-17

Note 6) .../22-18 This is an acceptable alternative for White.

- 7) 8-11! 29-25
- 8) 11-15 25-22
- 9) 15x24 27x11
- 10) 7x16 31-27

Note 10) .../23-19 11) 16x23/26x19 12) 10-15?? ((3-8!))/17x10!! (Group 16=17W shot) 13) 15x24/22-17! 14) 6x15/13-9 15) 5x14/17x28 WW

- 11) 16-20!! 22-18 (23-19?)
- 12) 5- 9!! 32-28
- 13) 2- 7! ...

Note 13) 12-16??/27-24 (Group 7=26W shot) 14) 20x27/23x32 15) 14x23/26x12 WW

- 13) ... 28-24
- 14) 7-11! 26-22

Note 14) .../24-19?? 15) 10-15! BW

- 15) 12-16!! ...

Note 15) 11-16?/24-19 16) 3-8? ((10-15?!))/19-15!!! 17) 10x26/17x10!! 18) 26x17 .../13x22!! 19) 6x15/18x4 20) 16-19/27-23 21) 19x17/21x5 WW

- 15) ... 24-19
- 16) 11-15!! 18x11

Note 16) .../19x12 17) 15-19! (Group 14 shot)/23x16 18) 14x32 BW

- 17) 16x 7 30-25!!! (22-18?)
- 18) 7-11 (3-8??) 27-24!!!

CHAPTER III: The Games Chapter (Continued)

Game No. 14 (Continued)

Note: Along the way to this clever draw that White is now playing, he had a few shots or traps set which Black skillfully avoided. In other words, White played for some shots but, all the while, he kept his draw in sight--heeding the wise advice of the great Clyde Black.

White's style of play in the middle or latter stage of this game is known as "walking the tight rope"!

For tactical reasons, you must set up traps or shots occasionally to either win the game, to keep your opponent off balance or to hold a psychological "hammer" over your opponent's head hoping to lure him or force him into a faulty line of play.

- | | |
|-----------|--------|
| 19) 20x18 | 22x 8 |
| 20) 3x12 | 25-22 |
| 21) 10-15 | 17x10! |
| 22) 15x24 | 10- 7 |
| 23) 24-27 | 22-18 |
| 24) 27-31 | 7- 2 |

DRAW

Game No. 15: The "Alley"

- | | |
|----------|-----------------|
| 1) 11-16 | 22-17 |
| 2) 8-11 | 24-19 |
| 3) 11-15 | 25-22 |
| 4) 15x24 | 28x19! (27x11!) |

Note 4) .../27x11! 5) 7x16/29-25! This is the start of the challenging and very deceptive "Jump Around" variation. See Game No. 17 for more information on this variation.

- | | |
|------------------|-------|
| 5) 4- 8! (7-11!) | 29-25 |
| 6) 9-14 | ... |

Note 6) 8-11??/17-14! (Group 11=22W shot) 7) 10x17/21x14 8) 9x18/22x8 WW

Note 6) 9-13??/22-18!! (Group 6=27W shot) 7) 13x29/32-28 8) 29x24/27x4 WW

Note 6) 16-20?/17-14 7) 10x17/21x14 8) 9x18/23x14 White has gained some positional advantage with a "Bristol" formation he has now started against Black.

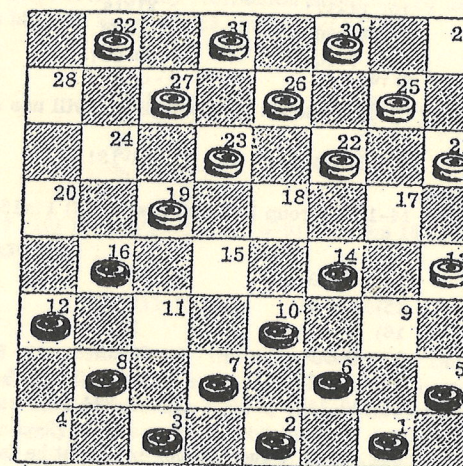
CHAPTER III: The Games Chapter (Continued)

Game No. 15: The "Alley" (Continued)

6) ... 17-13

Note 6) .../22-18?? 7) 16-20 (Group 6 shot)/18x9 8) 6x29 BW

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The "Alley"
W-M

7) 7-11! (8-11!) 22-18!

Note: If White had moved 22-17, Black would have threatened him with three basic shot principles in order to force him into a very "cramped" position, as explained below:

Note 7) .../22-17? 8) 2-7!!!/32-28?? 9) 14-18 (Group 16 shot) BW

Note 7) .../22-17? 8) 2-7!!!/27-24?? 9) 6-9! ((16-20!))/13x15 10) 11x20 .../17x10 11) 16x23/26x19 12) 7x14 BW

Note 7) .../22-17? 8) 2-7!!!/25-22 9) 6-9! (Group 11 shot)/13x15 10) 11x25 .../17x10 11) 7x14 BW

Note 7) .../22-17? 8) 2-7!!!/26-22 9) 5-9!!/27-24 ((N--9).../30-26 10) 14-18!! 10) 6-20! BW

CHAPTER III: The Games Chapter (Continued)

Game No. 15 (Continued)

8) 3- 7 ...

Note 8) 16-20??/18x9 9) 9x14/21-17! (Group 10=23 shot) 10) 14x21/19-16
11) 12x19/23x14 BW

8) ... 18x 9
9) 5x14 26-22 (25-22??)
10) 14-17! 21x14
11) 10x26 31x22
12) 7-10! 30-26!

Note 12) 22-18?? or 22-17?? Both moves will lose (Black will use a Group 6 shot.)

13) 10-14 22-18!

Note 13) .../25-21?? 14) 14-18! (Group 16 shot)/22x15 15) 11x18/23x14
16) 16x30 BW

14) 6-10!! 18x 9
15) 2- 6! 9x 2
16) 11-15! 2x20
17) 15x29 23-19
18) 1- 5! 20-31 (32-28?)
19) 29-11! 32-27!

Note 19) .../31-17! White can easily draw with this move but he is trying to win by "encouraging" Black to be foolishly aggressive, and that is the real purpose of White's 32-27 move.

Note 19) .../31-26?? 20) 5-9!/13x15 21) 11x31 BW

20) 11-18?? ...

Note 20) 11-18?? As indicated, this is a losing move. Black is being reckless now. Since he cannot force a win, he should play for a quick draw in the following manner: Note 20) 5-9/13x15 21) 11x32.

20) ... 19-16!!!
21) 18x32 31-26!!!
22) 12x19 26x14!
23) 32x 9 13x 6

WHITE WINS

CHAPTER III: The Games Chapter (Continued)

Game No. 16: The "Alley" (A modified version)

1) 11-16 22-17
2) 8-11 25-22! (17-14!)
3) 9-14 22-18
4) 16-20 18x 9
5) 5x14 ...

Note: This is the start of an "Alley" formation which will be changed somewhat when White makes his next move (26-22, instead of 24-19).

5) ... 26-22
6) 11-15 29-25
7) 3- 8 24-19? (31-26)
8) 15x24 28x19
9) 7-11 17-13

Note 9) .../30-26? 10) 11-16!/17-13 11) 6-9!! (Group 16 shot)/13x15 12) 14-18!
.../23x14 13) 16x30 BW

10) 11-15 30-26

Note 10) .../32-28 11) 15x24/28x19 White has a seriously imbalanced position, which really started with his seventh move (as indicated in the main line of play, above) and no matter what move White makes, Black will capitalize on that weakness. Notice how Black is applying pressure to White's weak double corner. N--12) 8-11 .../22-18 13) 4-8! ((N--13) 1-5?/18x9 14) 5x14/21-17!! 15) 14x21/23-18! Black has gained a man on White but White has enough positional advantage to draw.) N--13) .../18x9 14) 11-15! BW

11) 15x24 22-18
12) 12-16!!! ...

Note 12) 12-16!!! (The start of a Group 8 shot)

12) ... 18x 9
13) 10-14!! 9x18
14) 16-19! 23x16
15) 20x11 27x20
16) 11-16 20x11
17) 8x29

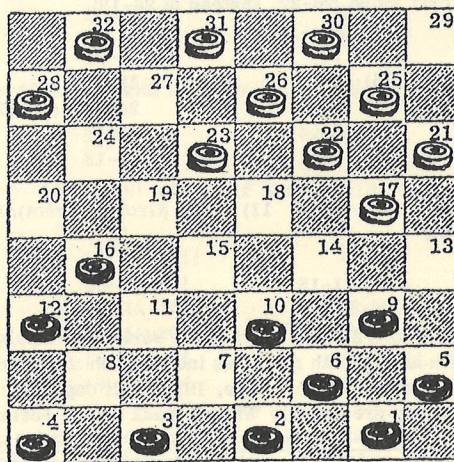
BLACK WINS

CHAPTER III: The Games Chapter (Continued)

Game No. 17: The "Jump-Around"

- | | |
|----------|-------|
| 1) 11-16 | 22-17 |
| 2) 8-11 | 24-19 |
| 3) 11-15 | 25-22 |
| 4) 15x24 | 27x11 |
| 5) 7x16 | 29-25 |

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The
"Jump-Around"
B-M

- 6) 16-20 ...

Note 6) 16-19??/23x16 (Group 11=22W shot) 7) 12x19/17-14! 8) 10x17/21x14
9) 9x18/22x24 WW

- | | |
|----------|-------|
| 6) ... | 23-18 |
| 7) 9-14! | ... |

Note 7) 9-13? This is a weak move for Black because White will be able to set up a powerful Bristol formation by moving 17-14.

- | | |
|------------|---------|
| 7) ... | 18x 9 |
| 8) 5x14 | 31-27! |
| 9) 4- 8 | 27-23!! |
| 10) 2- 7!! | ... |

CHAPTER III: The Games Chapter (Continued)

Game No. 17: The "Jump-Around" (Continued)

Note 10) 2-7!! This appears to be the one of the weakest moves Black could have made but that is far from the truth. In this fantastic game of American Pool Checkers, occasionally, the strangest or weakest-looking moves are the most effective. We will explain now what would have happened if Black had made any other move.

Note 10) 6-9??/28-24! (Group 11=22W shot) 11) 20x18/22x13 WW

Note 10) 3-7??/28-24!! (Group 16=17W shot) 11) 20x18/22x15 12) 10x19/17x3 WW

Note 10) 8-11??/28-24! (Group 11=22 W shot) 11) 20x18/22x8 WW

Note 10) 12-16??/23-18 (Group 7=26W shot) 11) 14x23/26x12 WW

- | | |
|----------|--------|
| 10) ... | 22-18! |
| 11) 6- 9 | 17-13! |
| 12) 1- 6 | 25-22 |

Note 12) .../32-27? 13) 8-11! ((N--13) 12-16/27-24 (Group 7=26 W shot)
14) 20x27/23x32 15) 14x23/26x12 WW) N--13) .../25-22 14) 11-16!! Black has the advantage here, as can be seen, especially now that he is threatening White's "belly" (the White man on square 23).

- | | |
|-------------|-----------------|
| 13) 12-16! | 23-19! (22-17?) |
| 14) 14x23!! | 19x12 |
| 15) 9-14! | 26x19 |
| 16) 14-17! | 21x14 |
| 17) 10x26 | 30x23 |
| 18) 20-24! | 19-16 |
| 19) 24-27 | 23-18! (23-19?) |
| 20) 27-31 | 18-14 |
| 21) 7-11 | 16x 7 |
| 22) 3x17 | 12x 3 |

DRAW

Game No. 18: 11-16/22-18

- | | |
|----------|-------|
| 1) 11-16 | 22-18 |
| 2) 8-11 | ... |

CHAPTER III: The Games Chapter (Continued)

Game No. 18: 11-16/22-18 (Continued)

Note 2) 10-14!/24-20! ((.../25-22!)) 3) 6-10!/20x11 4) 8x22/26x17! 5) 4-8 ((12-16))/17-13 6) 1-6!/28-24! This is a very interesting line of play and should result in a draw if both sides proceed with caution.

Note 2) 16-19?!/23x16 3) 12x19/24x15 4) 10x19/27-24! ((N--4) .../18-14! The start of the "Pitch and Squeeze" variation) N--5) 7-10/24x15 6) 10x19/21-17 7) 8-11? ((6-10!))/32-27?? ((.../17-14!)) N--8) 19-23!!!/26x19 9) 11-15!! (Group 5 shot) .../18x11 10) 2-7!!!/11x2 11) 9-13/2x9 12) 13x22/25x18 13) 5x32 BW

- 2) ... 18-14!
- 3) 9x18 23x14
- 4) 10x17 21x14
- 5) 4- 8? (3-8!) ...

Note 5) 4-8? Ordinarily, Black would be strengthening his position by making this move; however, this is one of the exceptions. Most experienced or top-ranked players know why the 4-8 move is not recommended. Certainly, some less experienced players also may not move 4-8 but, very likely, they may not understand fully why it is a faulty line of play.

Note 5) 3-8!/26-23?? 6) 16-19 (Group 11)/23x16 7) 12x19/24x15 8) 11x9 BW

Note 5) 3-8!/24-19! 6) 16x23/27x18? 7) 11-15!/18x11 8) 8x15/26-22! Black has a slight positional advantage.

Note 5) 3-8!/24-19! 6) 16x23/26x19! 7) 11-16 ((N--7) 6-9/19-15! 8) 9x18 .../15x22 Even game) N--7) .../28-24 8) 16x23/27x18 9) 7-10!/14x7 10) 2x11 .../30-26 ((.../18-14?)) 11) 6-10 Even game

- 5) ... 24-20!!
- 6) 16-19 ...

Note 6) 6-9??/26-22! (Group 13=20W shot) 7) 9x18/22x15 WW

- 6) ... 27-24!
- 7) 11-15? (6-9) 26-22!

Note 7) .../20-16?? 8) 6-9! (Group 9 shot)/16x23 9) 9x20 BW

- 8) 7-11 14-10!!
- 9) 5- 9?? ...

CHAPTER III: The Games Chapter (Continued)

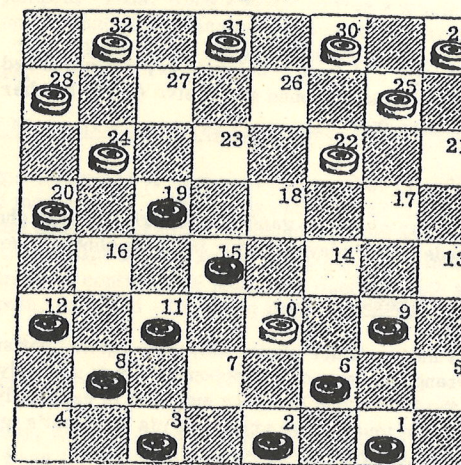
Game No. 18 (Continued)

Note 9) 2-7??/31-27!! (Either a Group 6=27W shot or a Group 8=25W shot) 10) 7x14 .../20-16! 11) 11x20/22-18! 12) 14x23 or 15x22 WW

Note 9) 6-9??/10-6!! 10) 1x10/22-18! 11) 15x22/24x13 WW

We will now return to the main line of play:

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W-M & Wins

9) ... 22-18!!!

Note 9) .../22-18!!! This is the start of a fantastic Group 8=25W shot.

- 10) 15x22 24x15!
- 11) 11x18 31-27!!
- 12) 6x15 27-23!
- 13) 18x27 25x 4
- 14) 27-31 32-27
- 15) 31x24 28x19

WHITE WINS

MODERNIZED RULES FOR PLAYING THE GAME
OF
AMERICAN POOL CHECKERS

1) The Checkerboard:

The standard board must have a total of 64 squares, 32 light and 32 dark, and must be placed (at the start of play) so that each player has a dark single corner at his left hand.

2) Checkers:

Checkers must be light and dark in color (e.g., white and red, green and buff, etc.). The checkers must be round and twelve (12) in number for each side--twelve light and twelve dark.

3) Order of Playing:

Each player shall play alternate games with dark and light checkers. The first move must be made by the player having the dark checkers (or "men").

4) Arrangement of Checkers:

Prior to the first move, either player may (after giving satisfactory notice to his opponent) arrange his own or his opponent's men properly on the squares. However, after the first move has been made, it is especially imperative that a player refrain from touching or arranging his opponent's men without proper notice (or permission from his opponent).

5) Touch and Move:

After the men have been arranged for play, if a player (whose turn it is to move) touches a man, he must either move that man or forfeit the game.

6) Movement (General):

If any part of a playable man is moved over the angle of the square on which it is placed onto another square, the play must be completed in that direction. If a player's man touches the board while moving, whatever square the man touches shall be the square on which the man shall remain, unless his opponent permits him to do otherwise.

MODERNIZED APC RULES: (Continued)

7) Movement of Single Men (Uncrowned Checkers):

A single man moves forward only and may capture either forward or backward. When a single man reaches any of the squares on the extreme opposite side of the board, known as the "king row" or "king's row", it becomes a king (double piece or crowned checker).

If, however, the king row is reached by way of a jump, any man or men (or king) exposed to capture immediately outside the king row, and on the other rows or diagonals ordinarily subject to capture by a single man, must be captured or jumped. Thus, when a jump carries a single man in the king row and out again, that single man does not become a king but remains a single man. The "Flying King" principle is not recognized in American Pool Checkers.

8) Movement of Kings (Double Pieces or Crowned Checkers):

A king may move forward or backward any number of squares in a diagonal direction and may capture or jump any checkers of the opponent in his path having a vacant square immediately behind the man to be captured, and then land on that vacant square or any other square in that same diagonal path. The king may continue his jump on a diagonal path at right angles to his original path, provided (of course) that there is another checker to be captured.

9) Capturing (General):

A capturing play, as well as an ordinary play, is completed when the hand is withdrawn from the played checker even though two or more checkers should have been taken. Your opponent, however, may require you to complete all captures or jumps.

A king or single man, while capturing, must leave all captured checkers on the board until he has completed his jumps. Thus, a jump cannot be made over the same checker twice.

10) Capturing (with Single Men):

A single man captures by jumping over the captured checker to the vacant square which must be immediately behind it (the captured checker). To execute a capture, the capturing checker must be in the square next to the checker to be captured. The captured checker is removed from the board until the game is ended.

MODERNIZED APC RULES: (Continued)

11) Capturing (with Kings):

A king may capture by moving or jumping over and landing as far past the captured man or men as he desires--if there are no checkers in his path. He must jump at right angles ("turn a corner") to jump over more checkers if it is possible. However, behind each of the opponent's checkers, there must be a vacant square in order for those checkers to be captured. The capturing move starts with the king on the same diagonal line as the checker or checkers to be captured.

12) Capturing (Jumping to Your Advantage):

A player may jump or capture to his advantage. That is, he may take his choice of checkers to be captured, especially where multiple jumps are involved. In other words, he is not compelled to jump or take the most pieces if he has a choice between two or more capturing moves. The rule regarding "most pieces" is not recognized in the game of American Pool Checkers.

13) Capturing (the "Blow" Rule):

The "Blow" rule is considered obsolete in American Pool Checkers. If a player fails, through oversight or for any other reason, to capture or jump any checker he is normally supposed to capture or jump, his opponent may (at his discretion) force him to do so, or forfeit the game.

14) How a Single Man (Uncrowned Checker) Becomes a King:

If a single man lands in the king row of the opponent during its capturing play but must continue capturing because the opponent's checker is on the square immediately next to the king row (with a vacant square behind the checker to be captured), as stated before, the capturing checker is not considered to be a king. In other words, the single man's last move or jump must land in the king row.

When a single man, for the first time, reaches any of the squares on the opposite extreme line of the board, known as the king row, that single man becomes a king and must be crowned by placing another checker on top of it. Again, this applies only when a single man does not jump in and out of the king row immediately.

15) Determining When a Game is a Draw: (See Page 155)

MODERNIZED APC RULES: (Continued)

15) Determining When a Game is a Draw:

A game is considered a draw when neither player can force a win and play becomes repetitious. When one of the players, whose side appears slightly stronger than the other side, insists on trying to win, he can be required to complete such a win by his opponent (or a referee) within 40 moves. If he fails to do so, the game is considered to be a draw.

16) The "13 Count" Rule:

When one player has three kings and the other player has one king (and no other pieces), the player with the superior force must win before the player with the lone king can count to 13. In connection with this, it must be realized that each jump counts as a move.

The "13 count" cannot begin until (1) the player's lone checker has become a king and (2) all three of the other player's checkers have been crowned. The count starts with the first move of the lone king.

17) Conduct of Spectators:

Any discourteous act which may tend to annoy or distract the attention of the players is strictly forbidden; for example, making signs or sounds, pointing or hovering over the board, etc.

18) The Six-Minute Rule (Timing Moves):

The current timing rule, requiring a player to complete a move in a total of six minutes (five minutes, plus a warning, and then a final minute) should, in our judgment, be declared obsolete.

Experience has shown (under high-level, match-play competition) that the following more modernized rules, relative to timing moves and recording games, are ideal for any serious competitive activity--not only for the players but for the benefit of the supporting fans, as well.

Our Recommendations:

- A) A double-face chess clock should be used in all serious match-play activity, particularly between Top Master players.
- B) Each player must make a minimum of 30 moves in 40 minutes.

MODERNIZED APC RULES: (Continued)

18) The Six-Minute Rule:

Our Recommendations: (Continued)

- C) If more time is needed to complete a game, an additional time limitation of 20 minutes will be imposed in which each player must make a minimum of 15 moves.
- D) The first player failing to complete the required number of moves in either of the above limitations automatically forfeits the game.
- E) Both players must record each game played, move for move.
- F) The group or club, sponsoring the activity, must appoint a qualified referee to insure full compliance with all rules of the game.

The notation form that all players should use in any serious kind of competitive activity is shown below. This form, of course, can be modified somewhat for informal purposes.

NOTATION FORM FOR 64-SQUARE BOARD

Game Played by:

Black John Doe Time _____ Clock _____ Hour _____
 White James Roe Time _____ Round No. _____

Results _____

	Black	White	Black	White	Black	White
1	<u>11-15</u>	<u>23-19</u>	14	_____	27	_____
2	<u>8-11</u>	<u>22-17</u>	15	_____	28	_____
3	<u>11-16</u>	<u>17-13</u>	16	_____	29	_____
4	<u>16X23</u>	<u>26X19</u>	17	_____	30	_____
5	<u>7-11</u>	<u>25-22</u>	18	_____	31	_____
6	_____	_____	19	_____	32	_____
7	<u>ETC.</u>	_____	20	_____	33	_____
8	_____	_____	21	_____	34	_____
9	_____	_____	22	_____	35	_____
10	_____	_____	23	_____	36	_____
11	_____	_____	24	_____	37	_____
12	_____	_____	25	_____	38	_____
13	_____	_____	26	_____	39	_____

APC WORK SHEET

FOR USE OF BEGINNERS AND STUDENTS

	32		31		30		29
28		27		26		25	
	24		23		22		21
20		19		18		17	
	16		15		14		13
12		11		10		9	
	8		7		6		5
4		3		2		1	